



```
1  #include <windows.h>
2  #include <GL/glut.h>
3
4  void initGL() {
5      glClearColor(0.0, 0.0, 0.0, 1.0);
6  }
7  void display() {
8      glClear(GL_COLOR_BUFFER_BIT);
9      glBegin(GL_TRIANGLES);
10         glColor3f(0.0, 0.0, 1.0);
11         glVertex2f(-0.3, -0.2);
12         glVertex2f( 0.3, -0.2);
13         glVertex2f( 0.0,  0.3);
14     glEnd();
15
16     glTranslatef(0.2, -0.3, 0.0);
17     glBegin(GL_TRIANGLES);
18         glColor3f(1.0, 0.0, 0.0);
19         glVertex2f(-0.3, -0.2);
20         glColor3f(0.0, 1.0, 0.0);
21         glVertex2f( 0.3, -0.2);
22         glColor3f(0.0, 0.0, 1.0);
23         glVertex2f( 0.0,  0.3);
24     glEnd();
25     glFlush();
26 }
27 int main(int argc, char** argv) {
28     glutInit(&argc, argv);
29     glutInitWindowSize(640, 480);
30     glutInitWindowPosition(50, 50);
31     glutCreateWindow("Model Transform");
32     glutDisplayFunc(display);
33     initGL();
34     glutMainLoop();
35     return 0;
36 }
37
```

"C:\Users\PAVANI\OneDrive\Desktop\Graphics and animations\startopengl\bin\Debug\startopengl.exe"

Model Transform

