Code::Blocks 17.12

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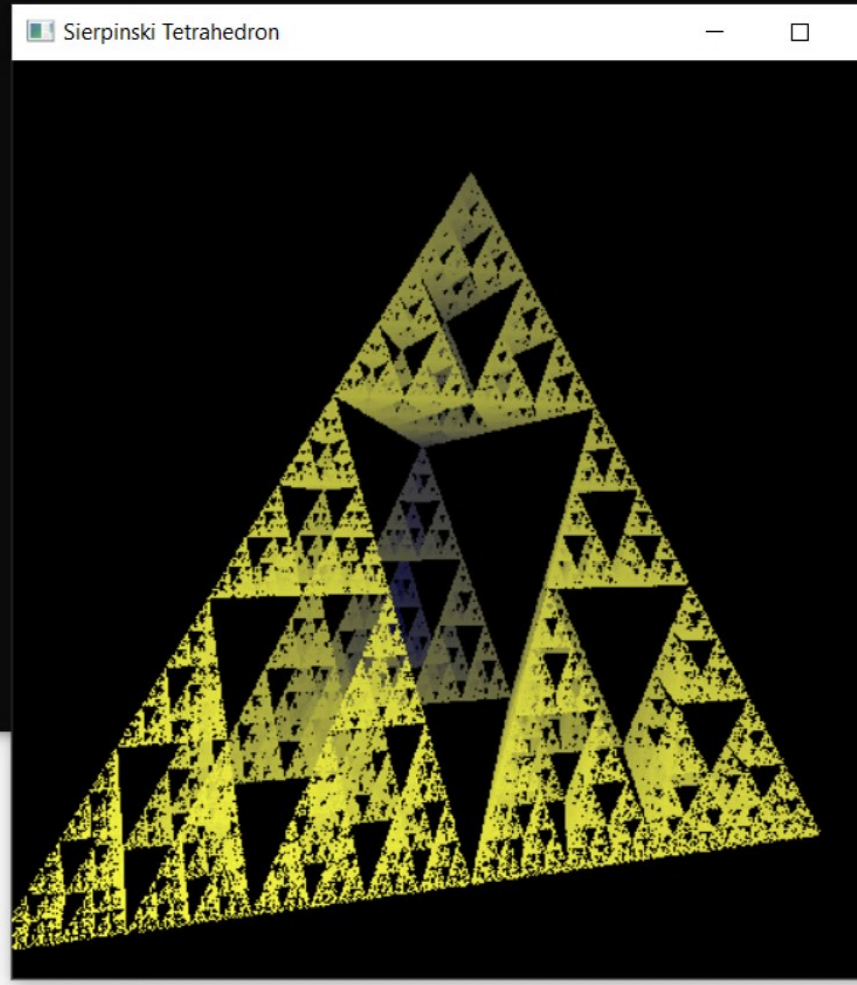
main.cpp

```
1  #include <GL/glut.h>
2
3  struct Point {
4    GLfloat x, y, z;
5    Point(GLfloat x, GLfloat y, GLfloat z): x(x), y(y), z(z)
6    Point midpoint(Point p) {return Point((x+p.x)/2, (y+p.y)/
7  };
8
9  void reshape(GLint w, GLint h) {
10   glViewport(0, 0, w, h);
11   glMatrixMode(GL_PROJECTION);
12   glLoadIdentity();
13   gluPerspective(100.0, GLfloat(w)/GLfloat(h), 10.0, 1500.0
14 }
15
16 void display() {
17   glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
18 }
19
20 void generateMorePoints() {
21
22    static Point vertices[4] = {
23     Point(-250, -225, -200),
24     Point(-150, -225, -700),
25     Point(250, -225, -275),
26     Point(0, 450, -500)
27   };
28   static Point lastPoint = vertices[0];
29
30   glBegin(GL_POINTS);
31   for (int i = 0; i <= 500; i++) {
32     lastPoint = lastPoint.midpoint(vertices[rand() % 4]);
33     GLfloat intensity = (700 + lastPoint.z) / 500.0;
34     glColor3f(intensity, intensity, 0.25);
35     glVertex3f(lastPoint.x, lastPoint.y, lastPoint.z);
```

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

Sierpinski Tetrahedron



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