



```
main.cpp
27 void init() {
28
29
30     glClearColor(0.1, 0.39, 0.88, 1.0);
31     glColor3f(1.0, 1.0, 1.0);
32
33
34     glEnable(GL_CULL_FACE);
35     glCullFace(GL_BACK);
36
37
38     glMatrixMode(GL_PROJECTION);
39     glLoadIdentity();
40     glFrustum(-2, 2, -1.5, 1.5, 1, 40);
41
42
43     glMatrixMode(GL_MODELVIEW);
44     glLoadIdentity();
45     glTranslatef(0, 0, -3);
46     glRotatef(50, 1, 0, 0);
47     glRotatef(70, 0, 1, 0);
48 }
49
50
51 int main(int argc, char** argv) {
52     glutInit(&argc, argv);
53     glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
54     glutInitWindowPosition(80, 80);
55     glutInitWindowSize(800, 600);
56     glutCreateWindow("A Simple Tetrahedron");
57     glutDisplayFunc(display);
58     init();
59     glutMainLoop();
60 }
61
```

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

A Simple Tetrahedron

