

TUGAS 2

KOMPUTER GRAFIK (B)



DISUSUN OLEH:

Rezki anwar - 4520210033

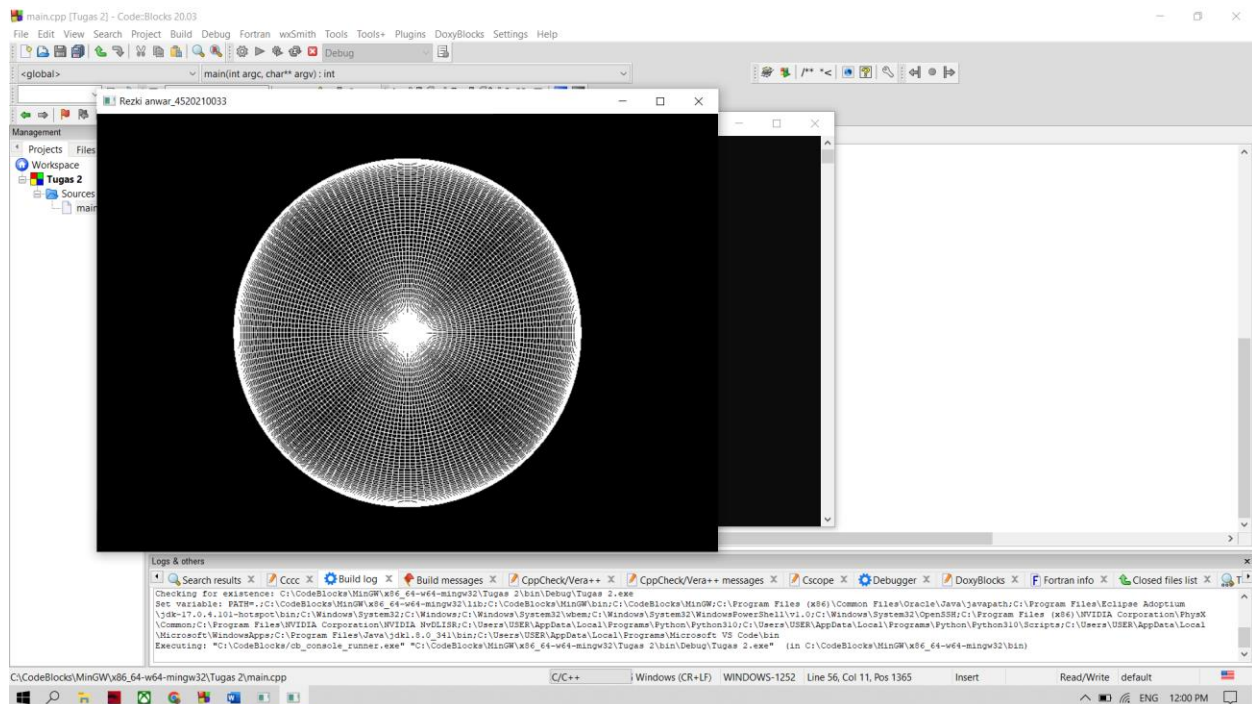
Teknik Informatika Universitas Pancasila
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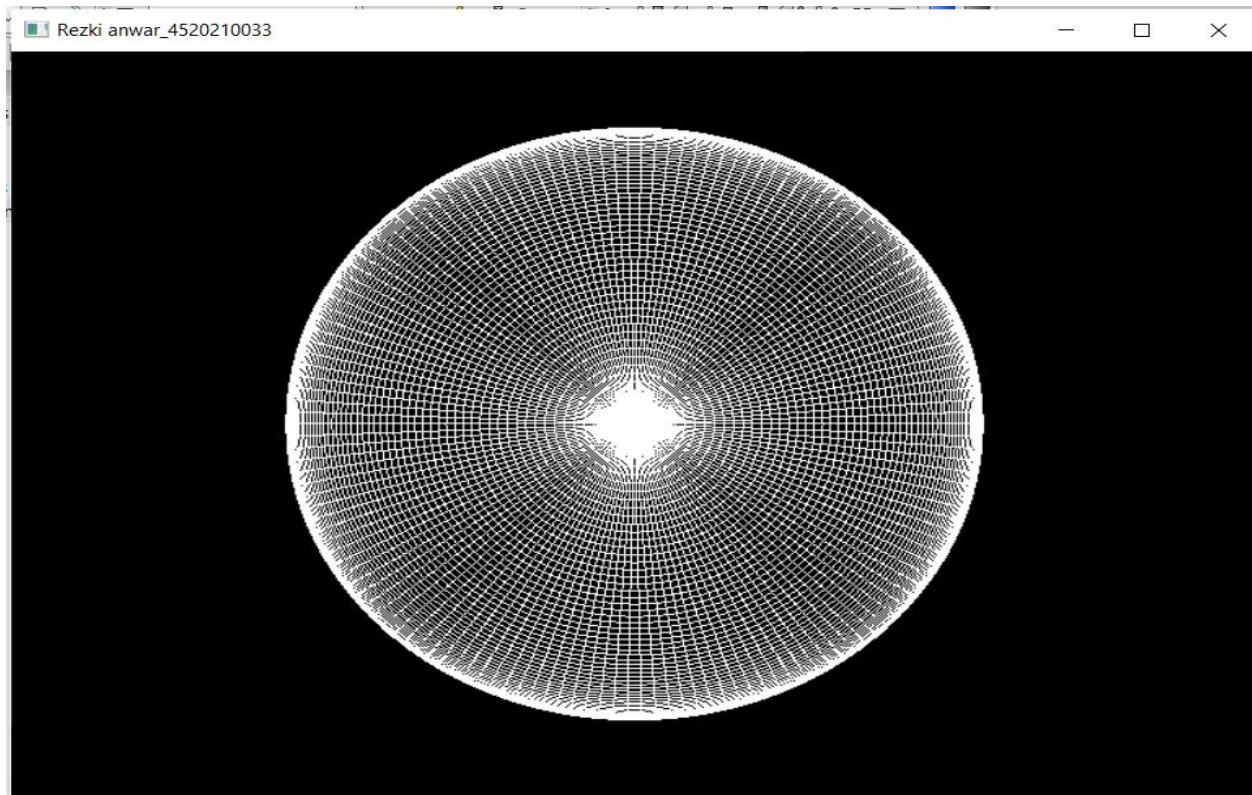
CODE PROGRAM:

```
#include<stdlib.h>
#include<GL/glut.h>
float w=480,h=480;
float sudut=0,sx=0,sy=0,sz=0,z=-320;
void sphere (){
    glColor3d(1,1,1); glutWireSphere(100,150,150);
}
void display(){
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
    glLoadIdentity();
    glTranslatef(0,0,z);
    glRotatef(sudut,sx,sy,sz);
    sphere();
    glutSwapBuffers();
}
void resize(int w1, int h1){
    glViewport(0,0,w1,h1);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(45.0,(float) w1/(float) h1, 1.0,300.0);
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
}
void init(){
    glClearColor(0.0,0.0,0.0,1.0);
    glEnable(GL_DEPTH_TEST);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(45.0,(GLdouble)w/(GLdouble)h,1.0,300.0);
    glMatrixMode(GL_MODELVIEW);
}
void myKeyboard(unsigned char key, int x, int y){
    if(key=='y'){ //tombol "y" ditekan
        sy=1;
        sudut+=10;
    }
}
void update(int value){
    glutPostRedisplay();
    glutTimerFunc(50,update,0);
}
```

```
int main(int argc, char **argv){
    glutInit(&argc , argv);
    glutInitDisplayMode(GLUT_DOUBLE | GLUT_DEPTH | GLUT_RGBA);
    glutInitWindowPosition(100,100);
    glutInitWindowSize(w,h);
    glutCreateWindow("Rezki anwar_4520210033");
    glutDisplayFunc(display);
    glutReshapeFunc(resize);
    init();
    glutTimerFunc(50,update,0);
    glutKeyboardFunc(myKeyboard);
    glutMainLoop();
    return 0;
}
```

RUN PROGRAM:





Ketika ditekan tombol "y" dan Ditahan, maka objeknya akan berputar:

