TUGAS OBJEK 2D
KOMPUTER GRAFIK (B)

DISUSUN OLEH:

Rezki anwar - 4520210033

Teknik Informatika Universitas Pancasila
Tahun ajaran 2022/2023

SOURCE CODE: Objek BUNGA 2D

```
#include<gl/glut.h>
void daun( ) {
	glClear(GL_COLOR_BUFFER_BIT);
	glBegin(GL_QUADS); //background
		glColor3f(1.0,1.0,1.0); // warna putih
		glVertex2f(-15,15);
		glColor3f(1.0,1.0,1.0); // warna putih
		glVertex2f(-15,-15);
		glColor3f(1.0,1.0,1.0); // warna putih
		glVertex2f(15,-15);
		glColor3f(1.0,1.0,1.0); // warna putih
		glVertex2f(15,15);
	glEnd();
	glFlush();


	glBegin(GL_TRIANGLES); //tangkai
		glColor3f(0.0,2.0,0.0); // warna hijau
		glVertex2f(-12.5,10.5);
		glColor3f(0.0,2.0,0.0); // warna hijau
		glVertex2f(-13,10);
		glColor3f(1.0,5.0,0.0); // warna kuning
		glVertex2f(-7,8.5);
	glEnd();
	glFlush();

	glBegin(GL_POLYGON);//bidang 1
		glColor3f(0.0,1.0,0.0); //warna hijau
		glVertex2f(0,10);
		glColor3f(0.0,1.0,0.0);//warna hijau
		glVertex2f(-3,10.5);
		glColor3f(0.0,1.0,0.0);//warna hijau
		glVertex2f(-6,10.5);
		glColor3f(1.0,1.0,0.0);//warna kuning
		glVertex2f(-9,9);
		glColor3f(1.0,1.0,0.0);//warna kuning
		glVertex2f(-6,8);
	glEnd();
	glFlush();

	glBegin(GL_POLYGON);//bidang 2
		glColor3f(0.0,1.0,0.0); //warna hijau
```

```
        glVertex2f(0,10);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(-6,8);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(-3,6);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(8,4);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(6,6.5);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(4,8);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON);//bidang 3
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(-3,6);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(3,0);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(11,-4);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(10,0);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(8,4);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON);//bidang 4
        glColor3f(1.0,1.0,0.0);//warna kuning
        glVertex2f(3,0);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(6,-4);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(11,-7);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(11,-4);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON);//bidang 5
        glColor3f(1.0,1.0,0.0);//warna kuning
        glVertex2f(6,-4);
        glColor3f(1.0,1.0,0.0); //warna kuning
```

```
        glVertex2f(9,-9);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(10.5,-10);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(11,-7);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON);//bidang 6
        glColor3f(1.0,1.0,0.0);//warna kuning
        glVertex2f(9,-9);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(10,-13);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(10.5,-10);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON);//bidang 7
        glColor3f(1.0,1.0,0.0);// warna kuning
        glVertex2f(9,-9);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(9,-11);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(10,-13);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON);//bidang 8
        glColor3f(1.0,1.0,0.0);//warna kuning
        glVertex2f(3,0);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(3,-8.5);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(9,-11);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(9,-9);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(6,-4);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON); //bidang 9
        glColor3f(1.0,1.0,0.0);//warna kuning
```

```
        glVertex2f(-6,8);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(-5,-4);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(3,-8.5);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(3,0);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(-3,6);
    glEnd();
    glFlush();

    glBegin(GL_POLYGON); //bidang 10
        glColor3f(1.0,1.0,0.0);//warna kuning
        glVertex2f(-9,9);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(-10,6);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(-10,4);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(-9,1);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(-7,-2);
        glColor3f(0.0,1.0,0.0); //warna hijau
        glVertex2f(-5,-4);
        glColor3f(1.0,1.0,0.0); //warna kuning
        glVertex2f(-6,8);
    glEnd();
    glFlush();

    //TULANG
    glBegin(GL_LINE_STRIP);//tulang tengah
        glColor3f(0.0,0.0,0.0);//warna hitam
        glVertex2f(-9,9.1);
        glVertex2i(-6,8);
        glVertex2i(-3,6);
        glVertex2i(3,0);
        glVertex2i(6,-4);
        glVertex2i(9,-9);
        glVertex2i(10,-13);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 1
```

```
        glColor3f(0.0,0.0,0.0);
        glVertex2f(-6,8);
        glVertex2f(-7,-2);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 2
        glColor3f(0.0,0.0,0.0);
        glVertex2f(-4.5,7);
        glVertex2f(4,8);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 3
        glColor3f(0.0,0.0,0.0);
        glVertex2f(-2,5);
        glVertex2f(-1.6,-6);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 4
        glColor3f(0.0,0.0,0.0);
        glVertex2f(0,3);
        glVertex2f(9,2);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 5
        glColor3f(0.0,0.0,0.0);
        glVertex2f(3,0);
        glVertex2f(4,-9);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 6
        glColor3f(0.0,0.0,0.0);
        glVertex2f(5,-2.5);
        glVertex2f(11,-4);
    glEnd();
    glFlush();

    glBegin(GL_LINES);//tulang daun 7
        glColor3f(0.0,0.0,0.0);
        glVertex2f(7,-5.7);
```

```
            glVertex2f(8,-10.5);
        glEnd();
        glFlush();

        glBegin(GL_LINES);//tulang daun 8
            glColor3f(0.0,0.0,0.0);
            glVertex2f(8,-7.4);
            glVertex2f(10.7,-9);
        glEnd();
        glFlush();

}
int main (int argc, char **argv)
{
        glutInit(&argc, argv);
        glutInitWindowPosition(350,70);
        glutInitWindowSize(400,400);
        glutCreateWindow("Rezki anwar_4520210033");
        gluOrtho2D(-15.0,15.0,-15.0,15.0);
        glutDisplayFunc(daun);
        glutMainLoop();
}
```

SCREENSHOOT HASIL CODE: