MODERN HOUSE

BSEMC DAT

Computer Graphics Programming

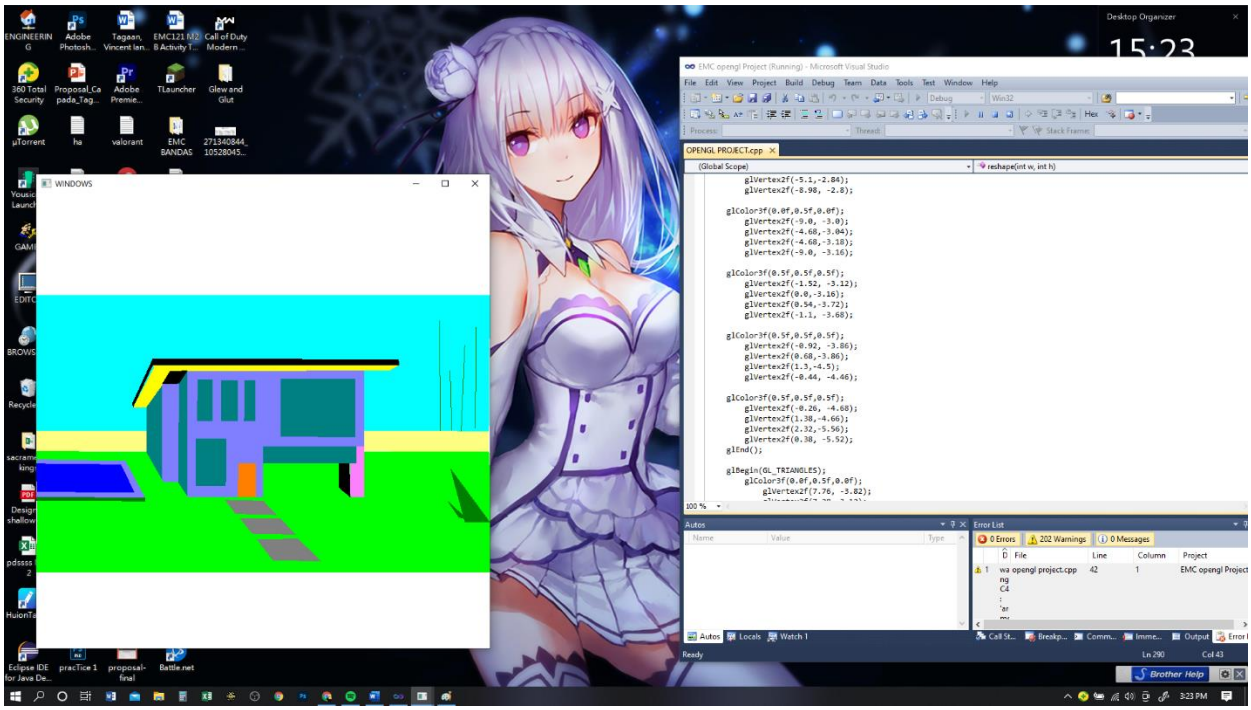
MEMBERS:

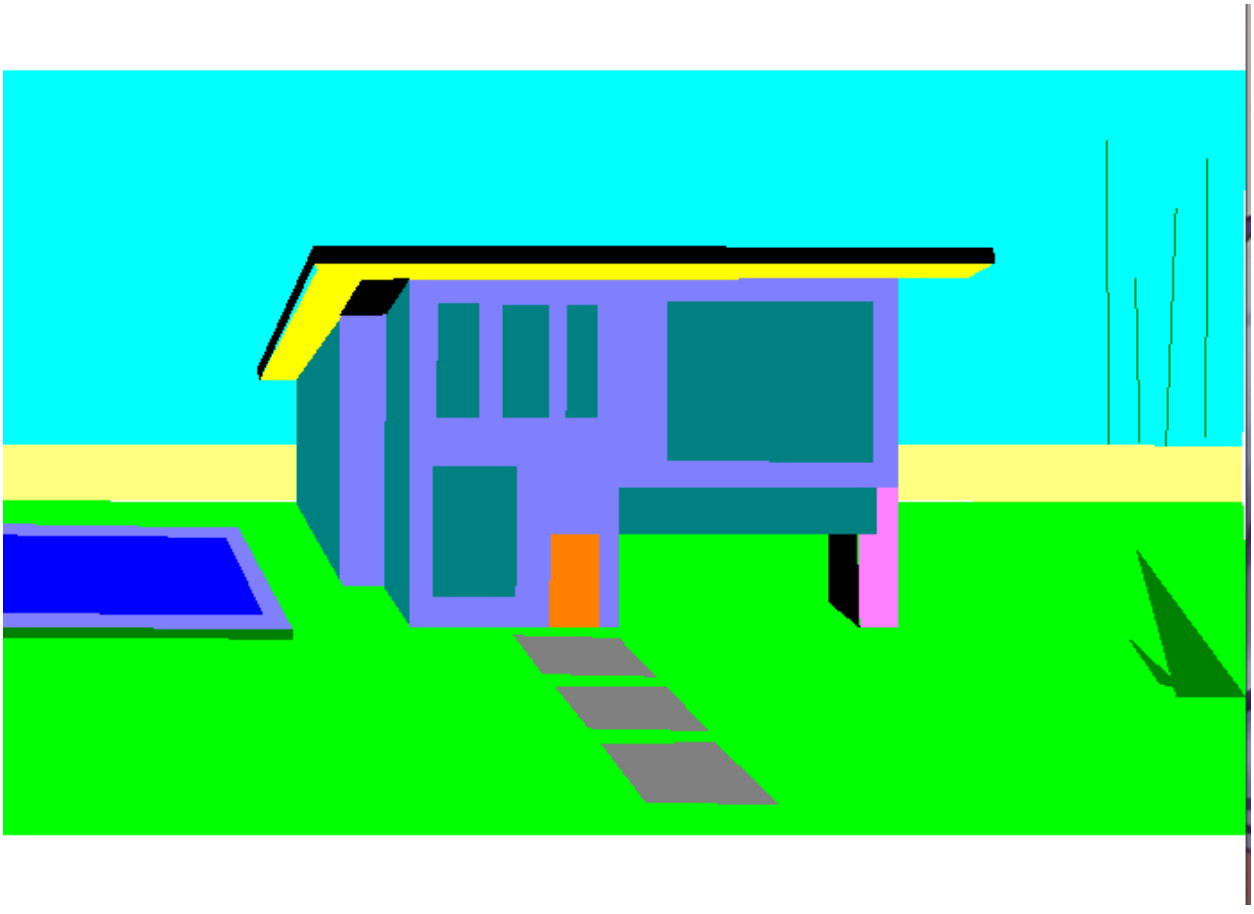
Vincent Ian O. Tagaan

Krystiann Kyle V. Capada

INSTRUCTOR:

Mark Daniel G Dacer


WINDOWS
OPENGL PROJECT.cpp
glVertex2f(-5.1,-2.84);
glVertex2f(-8.98, -2.8);
glColor3f(0.0f,0.5f,0.0f);
glVertex2f(-9.0, -3.0);
glVertex2f(-4.68,-3.04);
glVertex2f(-4.68,-3.18);
glVertex2f(-9.0, -3.16);
glColor3f(0.5f,0.5f,0.5f);
glVertex2f(-1.52, -3.12);
glVertex2f(0.0,-3.16);
glVertex2f(0.54,-3.72);
glVertex2f(-1.1, -3.68);
glColor3f(0.5f,0.5f,0.5f);
glVertex2f(-0.92, -3.86);
glVertex2f(0.68,-3.86);
glVertex2f(1.3,-4.5);
glVertex2f(-0.44, -4.46);
glColor3f(0.5f,0.5f,0.5f);
glVertex2f(-0.26, -4.68);
glVertex2f(1.38,-4.66);
glVertex2f(2.32,-5.56);
glVertex2f(0.38, -5.52);
glEnd();
glBegin(GL_TRIANGLES);
glColor3f(0.0f,0.5f,0.0f);
glVertex2f(7.76, -3.82);



```
// OPENGL PROJECT

// MODERN HOUSE

	//MEMBERS

//Capada,Krystiann Kyle
//Tagaan, Vincent Ian O.

#include <GL\glut.h>

void display();
void reshape(int,int);
void init()
{
	glClearColor(1.0,1.0,1.0,1.0);
}
int main(int argc,char**argv)
{
	glutInit(&argc,argv);
	glutInitDisplayMode(GLUT_RGB);
	glutInitWindowPosition(200,100);
	glutInitWindowSize(700,700);
	glutCreateWindow("WINDOWS");
	glutDisplayFunc(display);
	glutReshapeFunc(reshape);
	init();

	glutMainLoop();

}
void display()
{
	glClear(GL_COLOR_BUFFER_BIT);
	glLoadIdentity();

	//GL_QUADS

	glBegin(GL_QUADS);
//wall gate
	glColor3f(1.5f,1.5f,0.5f);
		glVertex2f(-9.0,-0.38);
		glVertex2f(8.96,-0.4);
		glVertex2f(8.96,-1.2);
		glVertex2f(-9.0,-1.18);
//sky
	glColor3f(0.0f,1.0f,1.0f);
		glVertex2f(-9.0,-0.38);
		glVertex2f(-9.0,5.0);
		glVertex2f(9.0,5.0);
		glVertex2f(8.96,-0.4);



//grass 2
	glColor3f(0.0f,1.0f,0.0f);
		glVertex2f(-8.96, -2.42);
		glVertex2f(0.0,-2.42);
```

```
                glVertex2f(0.0,-6.0);
                glVertex2f(-9.0,-6.0);

                glColor3f(0.0f,1.0f,0.0f);
                glVertex2f(-4.19, -2.01);
                glVertex2f(9.0,-2.0);
                glVertex2f(9.0,-6.0);
                glVertex2f(-4.18,-5.98);

                glColor3f(0.0f,1.0f,0.0f);
                glVertex2f(-4.64, -1.2);
                glVertex2f(8.96,-1.22);
                glVertex2f(9.0,-2.0);
                glVertex2f(-4.19,-2.01);
//
        glColor3f(0.5f,0.5f,1.0f);
                glVertex2f(-3.0,2.0);
                glVertex2f(-3.0,-3.0);
                glVertex2f(0.0,-3.0);
                glVertex2f(0.0,2.0);

        glColor3f(0.5f,0.5f,1.0f);
                glVertex2f(0.0,2.0);
                glVertex2f(0.0,-1.0);
                glVertex2f(4.0,-1.0);
                glVertex2f(4.0,2.0);
        glColor3f(0.99f,0.5f,1.0f);
                glVertex2f(3.44,-1.0);
                glVertex2f(4.0,-1.0);
                glVertex2f(4.0,-3.0);
                glVertex2f(3.46,-3.02);

        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(-2.6,1.64);
                glVertex2f(-2.62,0.0);
                glVertex2f(-2.0,0.0);
                glVertex2f(-2.0,1.64);

        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(-1.68,1.62);
                glVertex2f(-1.68,0.0);
                glVertex2f(-1.0,0.0);
                glVertex2f(-1.0,1.62);

        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(-0.74,1.62);
                glVertex2f(-0.76,0.0);
                glVertex2f(-0.32,0.0);
                glVertex2f(-0.3,1.62);

// window 2
        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(-1.46,-0.7);
                glVertex2f(-2.68,-0.7);
                glVertex2f(-2.68,-2.56);
                glVertex2f(-1.48,-2.56);
// window 3
        glColor3f(0.0f,0.5f,0.5f);
```

```
                glVertex2f(0.7,1.68);
                glVertex2f(0.7,-0.62);
                glVertex2f(3.64,-0.64);
                glVertex2f(3.64,1.66);

        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(0.0,-1.0);
                glVertex2f(0.0,-1.68);
                glVertex2f(3.7,-1.68);
                glVertex2f(3.7,-1.0);
// wall
        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(-3.0,2.0);
                glVertex2f(-3.34,1.48);
                glVertex2f(-3.38,-2.42);
                glVertex2f(-3.0,-3.0);

        glColor3f(0.5f,0.5f,1.0f);
                glVertex2f(-3.34,1.48);
                glVertex2f(-4.0,1.48);
                glVertex2f(-4.0,-2.42);
                glVertex2f(-3.38,-2.42);

        glColor3f(0.0f,0.5f,0.5f);
                glVertex2f(-4.02,1.46);
                glVertex2f(-4.64,0.54);
                glVertex2f(-4.64,-1.22);
                glVertex2f(-4.0,-2.42);




//roof
        glColor3f(1.0f,1.0f,0.0f);
                glVertex2f(5.0, 2.0);
                glVertex2f(5.4,2.22);
                glVertex2f(-4.38,2.2);
                glVertex2f(-4.2,1.98);

        glColor3f(0.0f,0.0f,0.0f);
                glVertex2f(5.38, 2.44);
                glVertex2f(-4.38,2.48);
                glVertex2f(-4.38,2.2);
                glVertex2f(5.4,2.22);

        glColor3f(0.0f,0.0f,0.0f);
                glVertex2f(-4.38, 2.48);
                glVertex2f(-4.38,2.2);
                glVertex2f(-5.16,0.54);
                glVertex2f(-5.2,0.7);

        glColor3f(1.0f,1.0f,0.0f);
                glVertex2f(-4.3, 2.18);
                glVertex2f(-5.16,0.54);
                glVertex2f(-4.64,0.54);
                glVertex2f(-3.46,2.18);
```

```
	glColor3f(0.0f,0.0f,0.0f);
		glVertex2f(-3.7, 1.98);
		glVertex2f(-4.02,1.46);
		glVertex2f(-3.34,1.48);
		glVertex2f(-3.0,2.0);
//
	glColor3f(0.0f,1.0f,1.0f);
		glVertex2f(4.0, 2.0);
		glVertex2f(4.0,1.42);
		glVertex2f(4.48,1.42);
		glVertex2f(4.48,2.0);

// door
		glColor3f(1.0f,0.5f,0.0f);
		glVertex2f(-0.98,-1.68);
		glVertex2f(-1.0,-3.0);
		glVertex2f(-0.28,-3.0);
		glVertex2f(-0.28,-1.68);

//grass
	glColor3f(0.0f,1.0f,0.0f);
		glVertex2f(-9.0, -1.18);
		glVertex2f(-4.64,-1.22);
		glVertex2f(-4.33,-1.77);
		glVertex2f(-9.0,-1.76);

	glColor3f(0.0f,1.0f,0.0f);
		glVertex2f(-9.0, -1.76);
		glVertex2f(-4.33,-1.77);
		glVertex2f(-3.96,-2.42);
		glVertex2f(-8.96,-2.42);

	glColor3f(0.0f,0.0f,0.0f);
		glVertex2f(3.02, -1.68);
		glVertex2f(3.42,-1.68);
		glVertex2f(3.46,-3.02);
		glVertex2f(3.02, -2.66);

//swimming pool
	glColor3f(0.5f,0.5f,1.0f);
		glVertex2f(-8.98, -1.52);
		glVertex2f(-5.46,-1.58);
		glVertex2f(-4.68,-3.04);
		glVertex2f(-9.0, -3.0);

	glColor3f(0.0f,0.0f,1.0f);
		glVertex2f(-9.0, -1.68);
		glVertex2f(-5.64,-1.72);
		glVertex2f(-5.1,-2.84);
		glVertex2f(-8.98, -2.8);

	glColor3f(0.0f,0.5f,0.0f);
		glVertex2f(-9.0, -3.0);
		glVertex2f(-4.68,-3.04);
		glVertex2f(-4.68,-3.18);
		glVertex2f(-9.0, -3.16);

	glColor3f(0.5f,0.5f,0.5f);
```

```
		glVertex2f(-1.52, -3.12);
		glVertex2f(0.0,-3.16);
		glVertex2f(0.54,-3.72);
		glVertex2f(-1.1, -3.68);

	glColor3f(0.5f,0.5f,0.5f);
		glVertex2f(-0.92, -3.86);
		glVertex2f(0.68,-3.86);
		glVertex2f(1.3,-4.5);
		glVertex2f(-0.44, -4.46);

	glColor3f(0.5f,0.5f,0.5f);
		glVertex2f(-0.26, -4.68);
		glVertex2f(1.38,-4.66);
		glVertex2f(2.32,-5.56);
		glVertex2f(0.38, -5.52);
	glEnd();

	glBegin(GL_TRIANGLES);
		glColor3f(0.0f,0.5f,0.0f);
			glVertex2f(7.76, -3.82);
			glVertex2f(7.28,-3.12);
			glVertex2f(8.14,-3.92);

			glVertex2f(8.0, -4.0);
			glVertex2f(7.42,-1.86);
			glVertex2f(9.0,-4.0);
		glEnd();

		glBegin(GL_LINES);
			glVertex2f(7.04,-0.38);
			glVertex2f(7.0,4.0 );

			glVertex2f(7.48,-0.36);
			glVertex2f(7.42,2.02);

			glVertex2f(7.86,-0.4);
			glVertex2f(8.0,3.0);

			glVertex2f(8.42,-0.28);
			glVertex2f(8.46,3.72);


	glEnd();
	glFlush();

}
void reshape(int w,int h)
{
	glViewport(0,0,(GLsizei)w,(GLsizei)h);
	glMatrixMode(GL_PROJECTION);
	glLoadIdentity();
	gluOrtho2D(-9,9,-9,9);
	glMatrixMode(GL_MODELVIEW);
}
```