

P02

Primitives and Keyboard Report

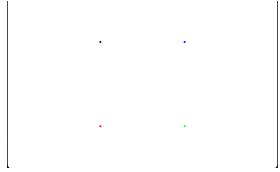
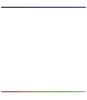
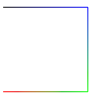





Self-Scoring table

	P01	E01	E02
Score	1	1	1



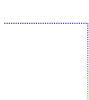
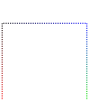




Practice

-P01

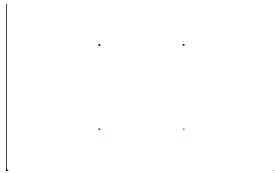







Draw 8 Primitives

GL_POINT	GL_LINES	GL_LINE_STRIP	GL_LINE_LOOP
			
GL_TRIANGLES	GL_TRIANGLE_STRIP	GL_TRIANGLE_FAN	GL_POLYGON
			

Stippling On

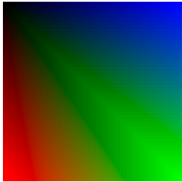
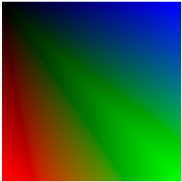
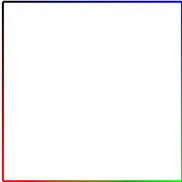
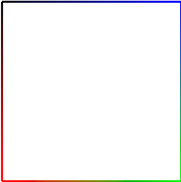
GL_POINT	GL_LINES	GL_LINE_STRIP	GL_LINE_LOOP
			
GL_TRIANGLES	GL_TRIANGLE_STRIP	GL_TRIANGLE_FAN	GL_POLYGON
			

Polygon Filling Off

GL_POINT	GL_LINES	GL_LINE_STRIP	GL_LINE_LOOP
			
GL_TRIANGLES	GL_TRIANGLE_STRIP	GL_TRIANGLE_FAN	GL_POLYGON
			

Exercise



-E01

GL_FILL	GL_LINE
 	 

GL_QUADS는 입력순서에 따라 4개의 정점을 연결하여 사각형을 만들어준다.

따라서 사각형을 만들기위해 왼쪽아래 점부터 시계 반대방향으로 정점을 지정했고
왼쪽사각형을 만들 정점 4개, 오른쪽 사각형을 만들 정점 4개 총 8개의 정점으로 2개의
사각형을 구현하였다.

-E02

GL_FILL	GL_LINE
	

GL_QUAD_STRIP은 이전 정점 2개를 기반으로 새로운 정점 2개를 추가하여 계속해서 사각형을 구현하는 방식이다. 따라서 3개의 사각형을 만들기 위해 처음 두 정점으로 가장 왼쪽변을 설정하고, 그다음 2개의 정점을 3번 추가하면서 사각형 3개를 만들었다.

단 GL_QUAD_STRIP과 다르게 일정방향으로 돌게 정점을 설정하는 것이 아닌 한번이 만들어지면 대각성 정점부터 시작해야한다.