

Nama : Vika Putri Ariyanti
NPM : 56417094
Kelas : 3IA01

TUGAS GRAFIK KOMPUTER

KOTAK

Listing Program :

```
from OpenGL.GLUT import *
from OpenGL.GL import *
from OpenGL.GLU import *
import sys

def gambar():
    gluOrtho2D(0.0, 2.5, 0.0, 2.5)
    glBegin(GL_TRIANGLE_STRIP)

    glColor3f(1.0,1.0,0.0)
    glVertex2f(0.2,0.5)

    glColor3f(0.,1.,0.)
    glVertex2f(0.2,2.0)

    glColor3f(0.,1.,1.)
    glVertex2f(2.0,0.5)

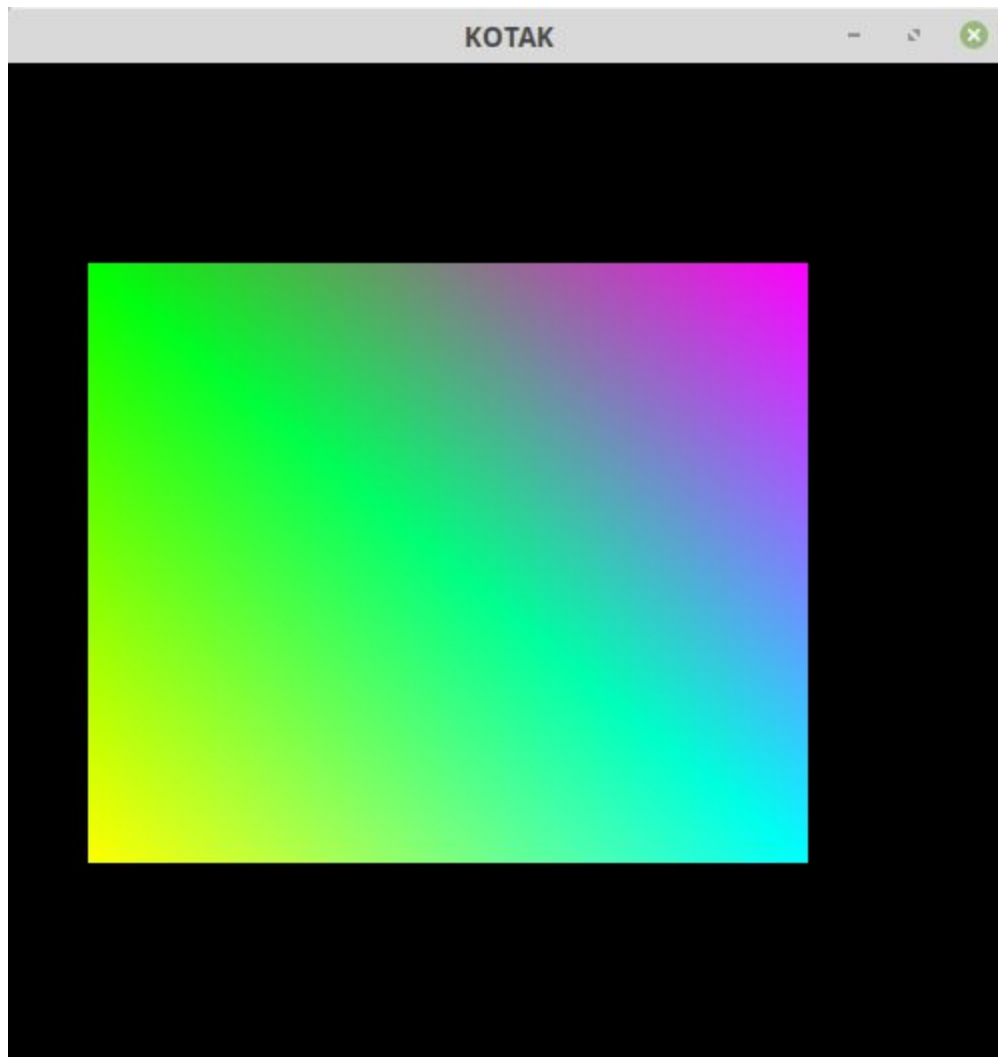
    glColor3f(1.,0.,1.)
    glVertex2f(2,2.0)

    glEnd()
    glFlush()

glutInit(sys.argv)
glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB)
glutInitWindowSize(500, 500)
glutInitWindowPosition(100, 100)
```

```
glutCreateWindow("KOTAK")  
glClearColor(0.0, 0.0, 0.0, 0.0)  
glutDisplayFunc(gambar)  
glutMainLoop()
```

Output :



BINTANG

Listing Program :

```
from OpenGL.GLUT import *
from OpenGL.GL import *
from OpenGL.GLU import *
import sys

def bintang():
    gluOrtho2D(-4,4,-4,4)
    glBegin(GL_TRIANGLE_STRIP)

    glColor3f(0,0,1)
    glVertex2f(0,0)
    glVertex2f(1,1)
    glVertex2f(0,3.5)

    glColor3f(1,0,0)
    glVertex2f(0,0)
    glVertex2f(1,1)
    glVertex2f(3.5,1)

    glColor3f(0,0,1)
    glVertex2f(0,0)
    glVertex2f(1,1)
    glVertex2f(3.5,1)

    glColor3f(1,1,0)
    glVertex2f(0,0)
    glVertex2f(1.5,-0.5)
    glVertex2f(2.25,-3)

    glColor3f(1,0,1)
    glVertex2f(0,0)
    glVertex2f(0,-1.25)
    glVertex2f(2.25,-3)
    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(0,-1.25)
```

```
glVertex2f(-2.25,-3)
```

```
glColor3f(0,1,0)
```

```
glVertex2f(0,0)
```

```
glVertex2f(-1.5,-0.5)
```

```
glVertex2f(-2.25,-3)
```

```
glColor3f(0,0,1)
```

```
glVertex2f(0,0)
```

```
glVertex2f(-1,1)
```

```
glVertex2f(-3.5,1)
```

```
glColor3f(0,1,0)
```

```
glVertex2f(0,0)
```

```
glVertex2f(-1.5,-0.5)
```

```
glVertex2f(-3.5,1)
```

```
glColor3f(1,0,1)
```

```
glVertex2f(0,0)
```

```
glColor3f(0,1,1)
```

```
glVertex2f(-1,1)
```

```
glColor3f(1,1, 0)
```

```
glVertex2f(0,3.5)
```

```
glEnd()
```

```
glFlush()
```

```
glutInit(sys.argv)
```

```
glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB)
```

```
glutInitWindowSize(500, 500)
```

```
glutInitWindowPosition(100, 100)
```

```
glutCreateWindow("The Star Program")
```

```
glClearColor(0,1,0,1)
```

```
glutDisplayFunc(bintang)
```

```
glutMainLoop()
```

Output :



Listing Program :

```
from OpenGL.GLUT import *
from OpenGL.GL import *
from OpenGL.GLU import *
import sys

def bintang():
    gluOrtho2D(-5, 5, -5, 5)
    glBegin(GL_TRIANGLE_STRIP)

    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(1,1)
    glVertex2f(0,3.75)

    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(1,1)
    glVertex2f(4,1)

    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(1.5,-0.5)
    glVertex2f(2.25,-3)

    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(0,-1.25)
    glVertex2f(2.25,-3)

    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(0,-1.25)
    glVertex2f(-2.25,-3)

    glColor3f(0,1,1)
    glVertex2f(0,0)
    glVertex2f(-1.5,-0.5)
```

```
glVertex2f(-2.25,-3)
```

```
glColor3f(0,1,1)
```

```
glVertex2f(0,0)
```

```
glVertex2f(-1.5,-0.5)
```

```
glVertex2f(-4.,1.)
```

```
glColor3f(0,1,1)
```

```
glVertex2f(0,0)
```

```
glVertex2f(-1,1)
```

```
glVertex2f(0,3.75)
```

```
glEnd()
```

```
glFlush()
```

```
glutInit(sys.argv)
```

```
glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB)
```

```
glutInitWindowSize(500, 500)
```

```
glutInitWindowPosition(100, 100)
```

```
glutCreateWindow("The Star Program")
```

```
glClearColor(0,0,0,0)
```

```
glutDisplayFunc(bintang)
```

```
glutMainLoop()
```

Output :

