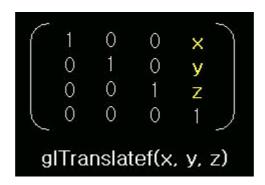
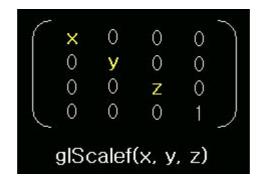
## OpenGL 변환

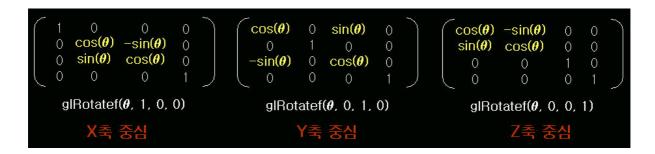
1. glTranslatef( GLfloat X , GLfloat Y , GLfloat Z)



2. glScalef( GLfloat X , GLfloat Y , GLfloat Z)



3. glRotatef( GLfloat angle , GLfloat X , GLfloat Y , GLfloat Z)



OpenGL 변환 1

```
glLoadIdentity() ## 모델뷰 행렬 초기화
glTranslatef( X, Y, Z ) ## 박스 이동
glRotatef( A, 1.0, 0.0, 0.0) ## Euler-X축 회전
glRotatef( B, 0.0, 1.0, 0.0) ## Euler-Y축 회전
glRotatef( C, 0.0, 0.0, 1.0) ## Euler-Z축 회전
glScalef( X, Y, Z) ## 박스 확대
DrawUnitBox()
```

OpenGL 변환 2