Práctica 3 T. G

Zapata Velasco Alfonso Julián 3°B
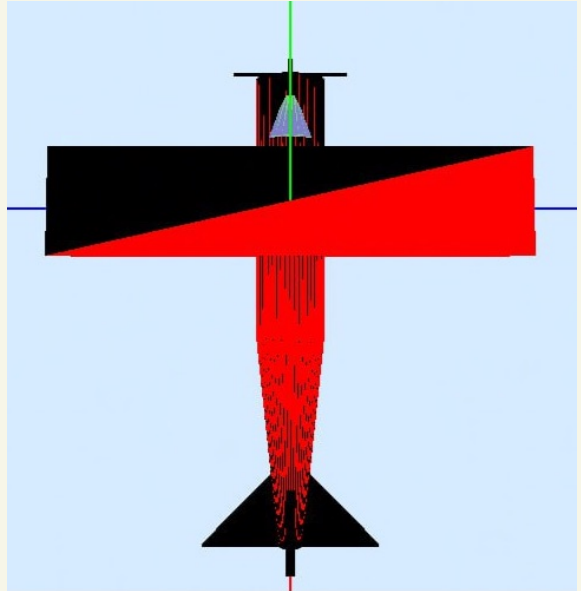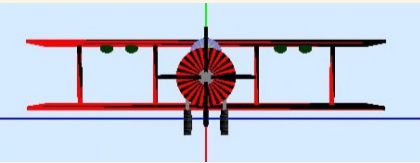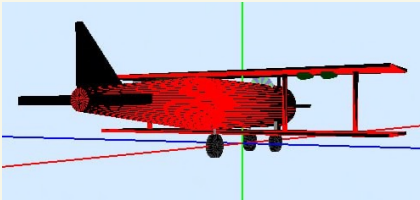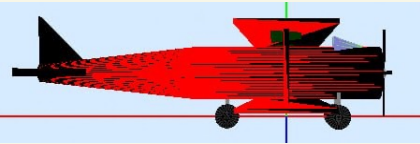
Avioneta

glRotatef(giro_avioneta, 1, 0, 0)

glRotatef(despegue, 0, 0, 1)
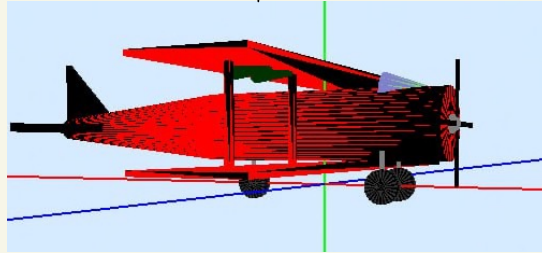
glScalef(1.0, tam_sus, 1.0)

glTranslatef(0, ruedas, 0)

Sustentación

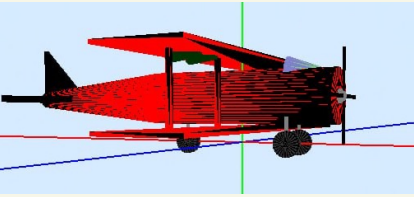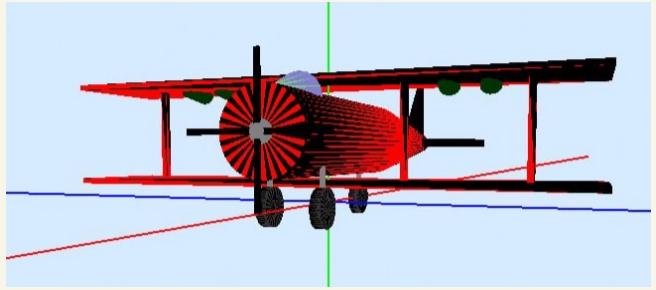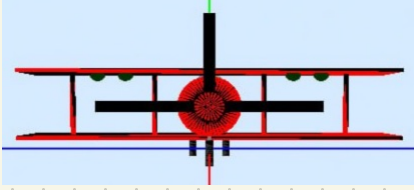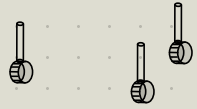glTranslatef(0.7, 0.75, 0)

glRotatef(90, 0, 1, 0)

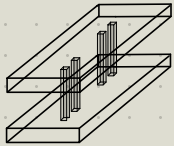glRotatef(giro_ventanilla, 0, 0, 1)
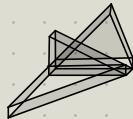
glScalef(0.15, 0.15, 0.15)

Ventanilla

Alas

glTranslatef(1.1, 0.5, 0)
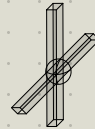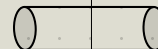
glRotatef(giro_hélice, 1, 0, 0)

Punta

glTranslatef(balas, 0.0, 0.0)

Colita

Proyectiles

Hélices
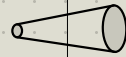
Cabina
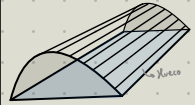
ancho_r = 0.14 ; alto_r = 0.04 ; fondo_r = 0.14 ; ancho_p = 0.02 ; alto_p = 0.035 ; fondo_p = 0.02

Sustentación

glTranslatef(0.6, 0.0, 0.2)

glTranslatef(0.6, 0.0, -0.2)

glTranslatef(-0.7, 0.0, 0.0)

glRotatef(90, 1, 0, 0)

glRotatef(90, 1, 0, 0)

glRotatef(90, 1, 0, 0)

glTranslatef(0.6, 0.0, 0.2)

glTranslatef(0.6, 0.0, -0.2)

glTranslatef(-0.7, 0.0, 0.0)

glScalef(ancho_r, alto_r, fondo_r)

glScalef(ancho_r, alto_r, fondo_r)

glScalef(ancho_r, alto_r, fondo_r)

glScalef(ancho_p, alto_p, fondo_p)

glScalef(ancho_p, alto_p, fondo_p)

glScalef(ancho_p, alto_p, fondo_p)

ancho = 0.9 ; alto = 0.04 ; fondo = 4 ; ancho_s = 0.05 ; alto_s = 0.75 ; fondo_s = 0.05

Lo "2a s es de soporte"

Alas

gl Translate/ (0, 0.9, 0)   gl Translate/ (0, 0.9, 0)

gl Scale (ancho, alto, fondo)   gl Scale (ancho, alto, fondo)

gl Translate/ (0, 0.525, 0.6)   gl Translate/ (0, 0.525, -0.6)

gl Translate/ (0, 0.525, 1.5)

gl Translate/ (0, 0.525, -1.5)

gl Scale (ancho_s, alto_s, fondo_s)   gl Scale (ancho_s, alto_s, fondo_s)

gl Scale (ancho_s, alto_s, fondo_s)   gl Scale (ancho_s, alto_s, fondo_s)
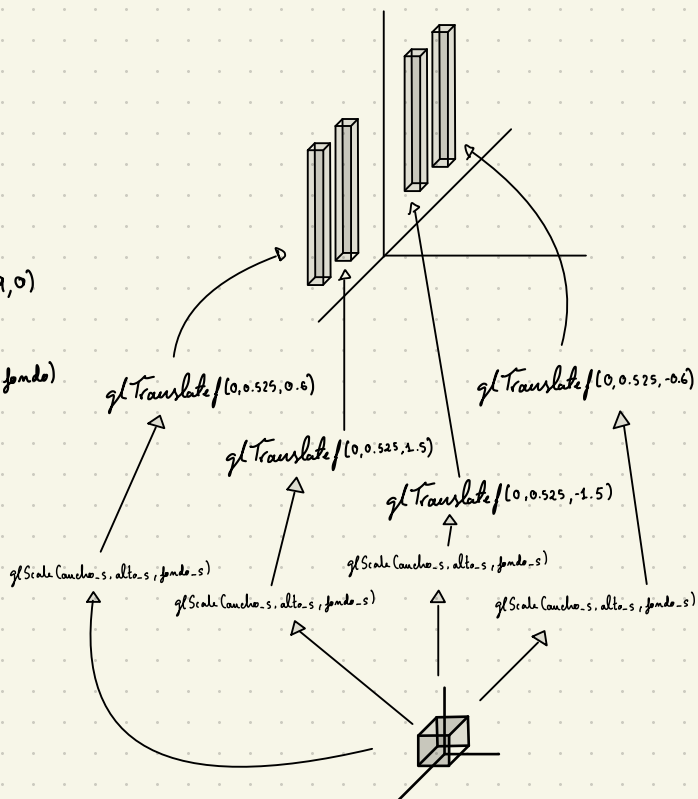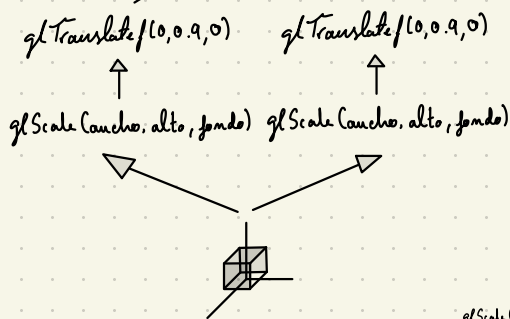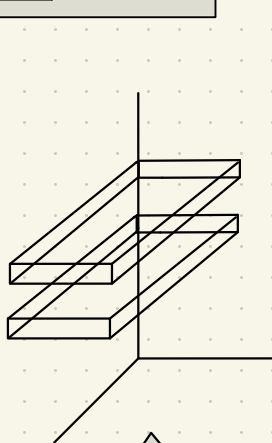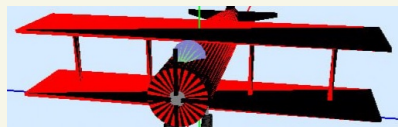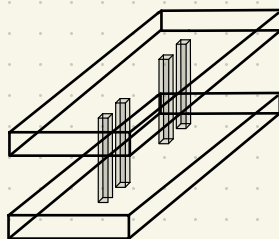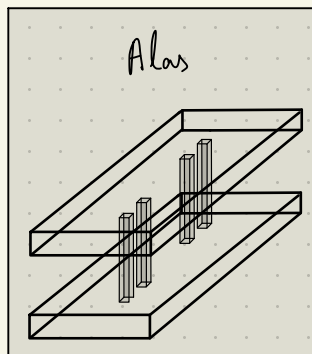
Ancho = 0.7 ; alto = 0.08 ; fondo = 0.7 ;

Colita
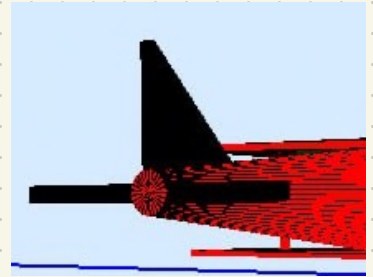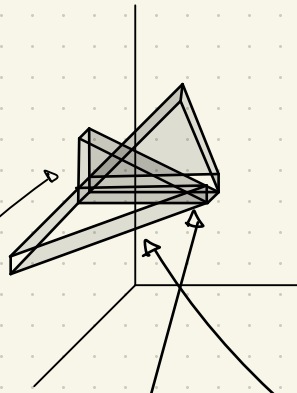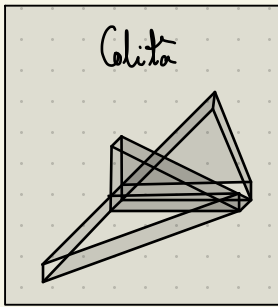
glTranslatef (-2.544, 0.8, 0.0)

glTranslatef (-2.544, 0.5, -0.4)   glRotatef (90, 0, 1, 0)   glTranslatef (-2.544, 0.5, 0.4)

glRotatef (180, 0, 1, 0)   glRotatef (90, 0, 0, 1)   glRotatef (180, 0, 0, 1)

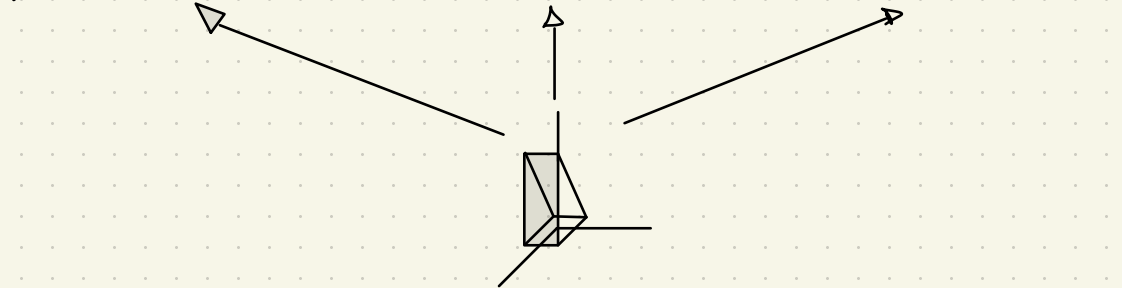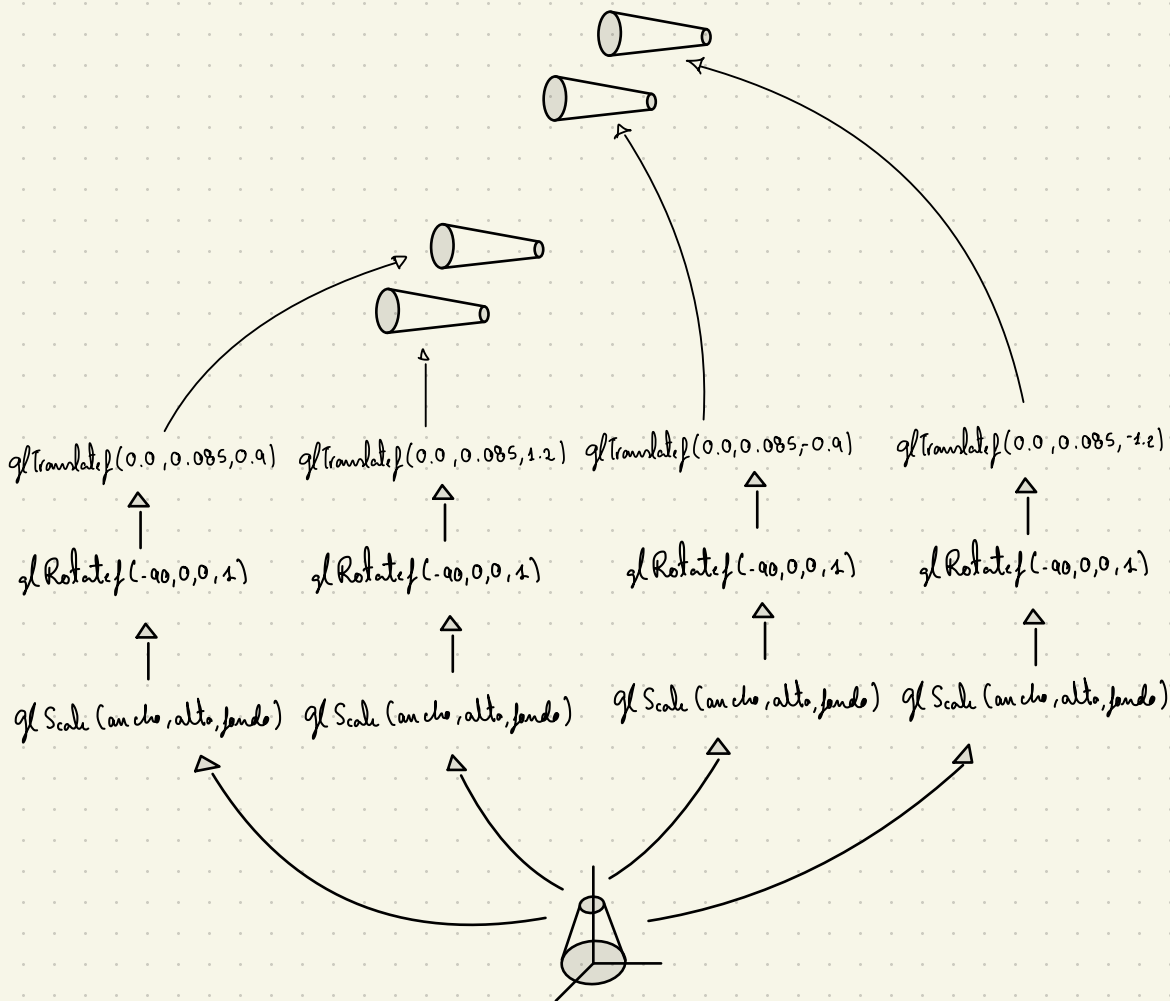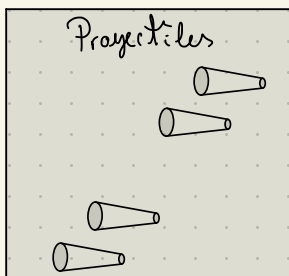glScalef (ancho, alto, fondo)   glScalef (ancho, alto, fondo)   glScalef (ancho, alto, fondo)

ancho = 0.06   alto = 0.15   fondo = 0.08

Proyectiles

glTranslatef(0.0, 0.085, 0.9)   glTranslatef(0.0, 0.085, 1.2)   glTranslatef(0.0, 0.085, -0.9)   glTranslatef(0.0, 0.085, -1.2)

glRotatef(-90, 0, 0, 1)   glRotatef(-90, 0, 0, 1)   glRotatef(-90, 0, 0, 1)   glRotatef(-90, 0, 0, 1)

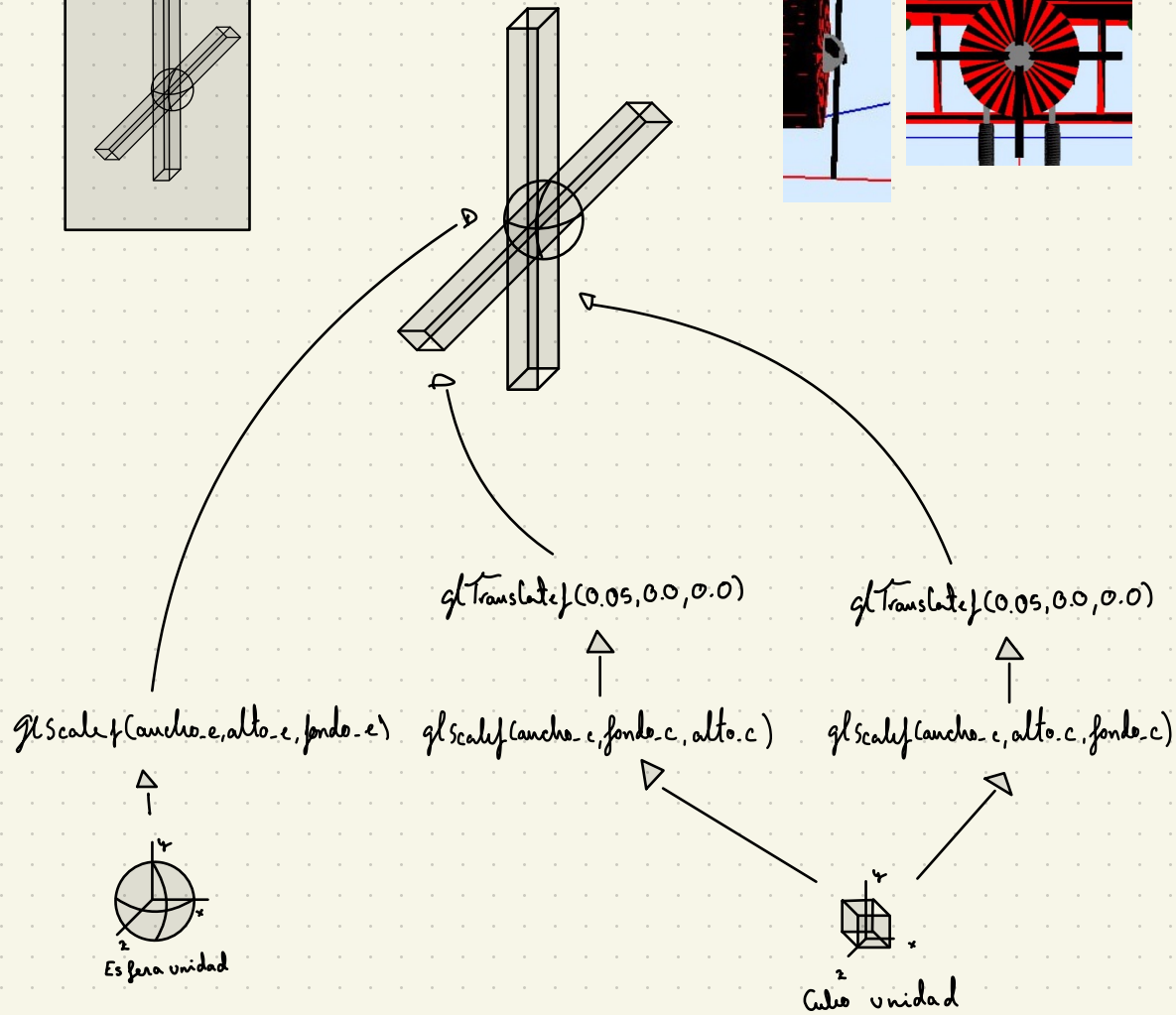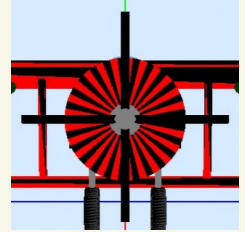glScale(ancho, alto, fondo)   glScale(ancho, alto, fondo)   glScale(ancho, alto, fondo)   glScale(ancho, alto, fondo)

ancho_c = 0.02; alto_c = 1.0; fondo_c = 0.04; ancho_e = 0.08; alto_e = 0.08; fondo = 0.08
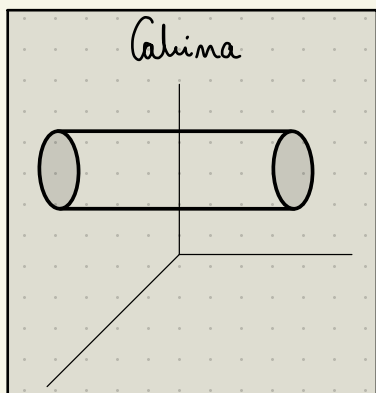
└ Cubo   └ Esfera

Hélices

glTranslatef(0.05, 0.0, 0.0)

glTranslatef(0.05, 0.0, 0.0)

glScalef(ancho_e, alto_e, fondo_e)

glScalef(ancho_c, fondo_c, alto_c)

glScalef(ancho_c, alto_c, fondo_c)

Esfera unidad

Cubo unidad

ancho = 0.3; alto = 1.1; fondo = 0.3; cilindro.colors_chess = (1.0, 0.0, 0.0, 0.0, 0.0, 0.0)

Cabina

glRotatef (-90, 0, 0, 1);

glTranslatef (-0.5, 0.0, 0.0);

glScale (ancho, alto, fondo);
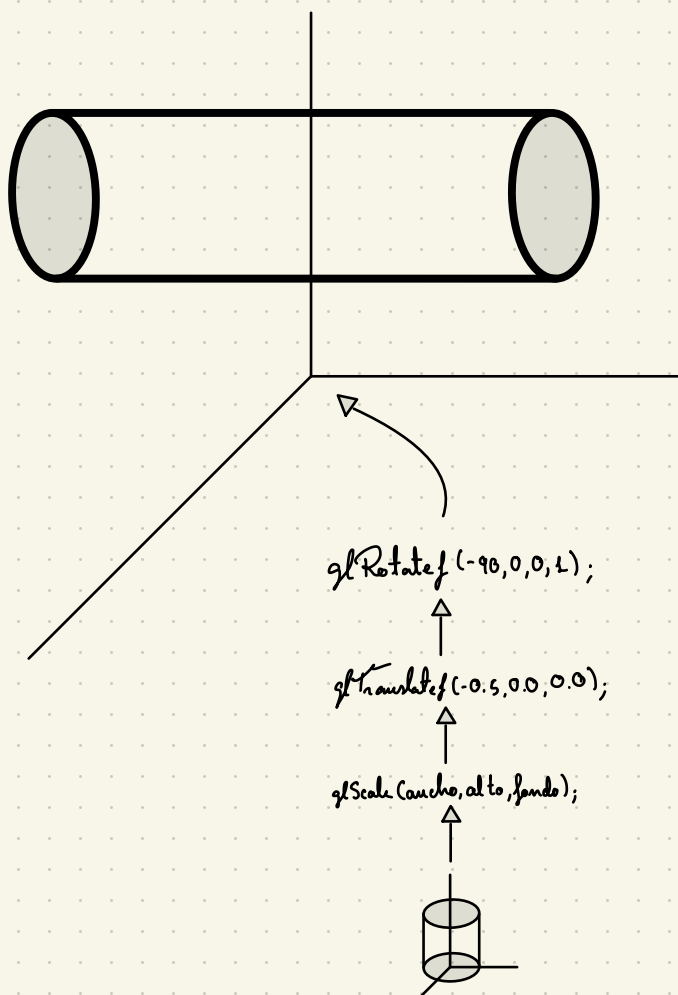
ancho = 0.3 ; alto = 0.3 ; fondo = 0.3 ;

Punta
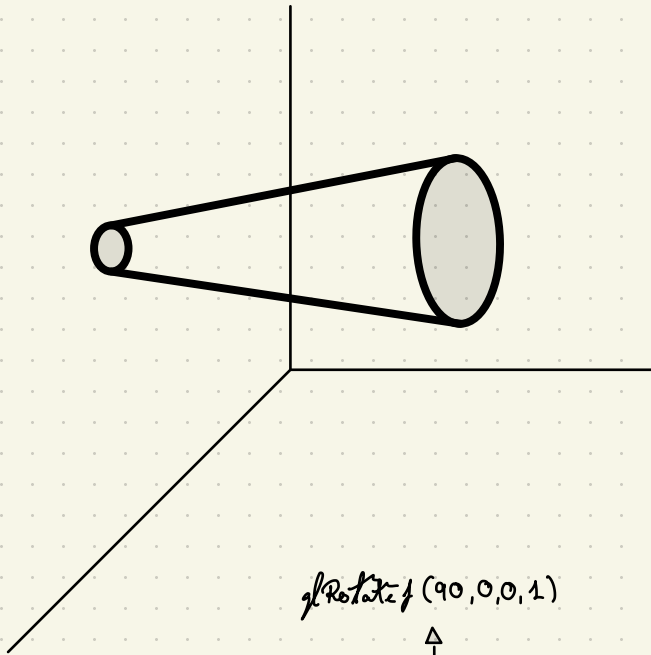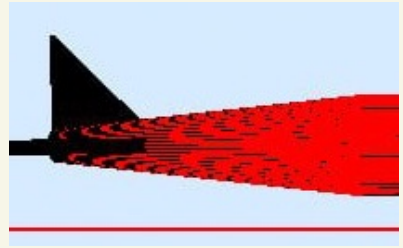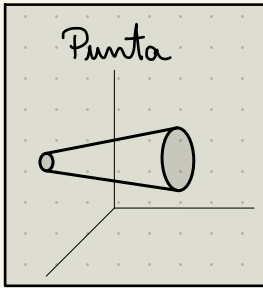
glRotatef (90,0,0,1)

↑

glTranslatef (0.5, 2.0, 0.0)

↑

glScale (ancho, alto, fondo);

↑