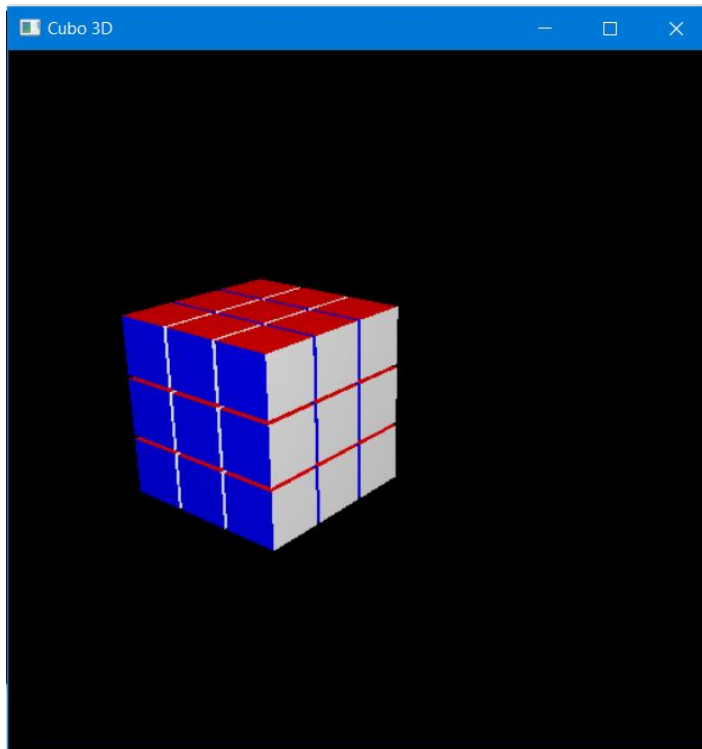


Carlos Valladarez

Practica Perspectivas

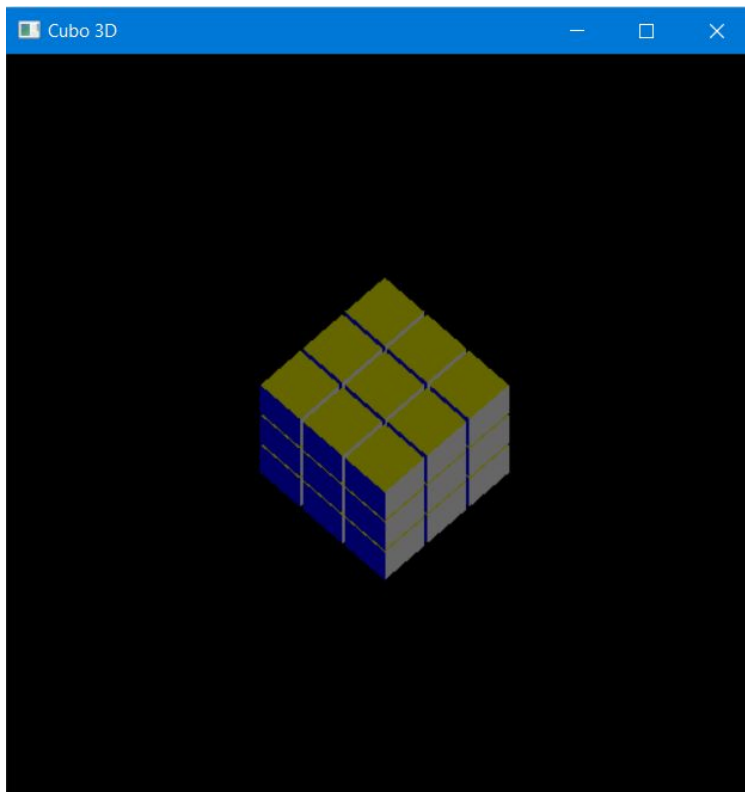
LookAt:

```
gluLookAt(0,80,200, 25,0,0, 0,1,0);
```

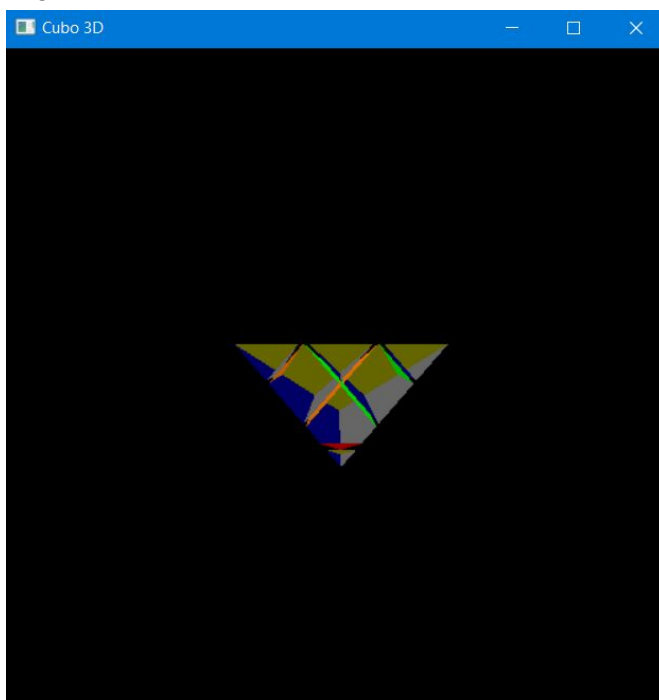


glOrtho:

```
glMatrixMode(GL_PROJECTION);  
glLoadIdentity();  
glOrtho(-100.0f, 100.0f, -100.0f, 100.0f, 5000.0f, -5000.0f);  
glMatrixMode(GL_MODELVIEW);
```

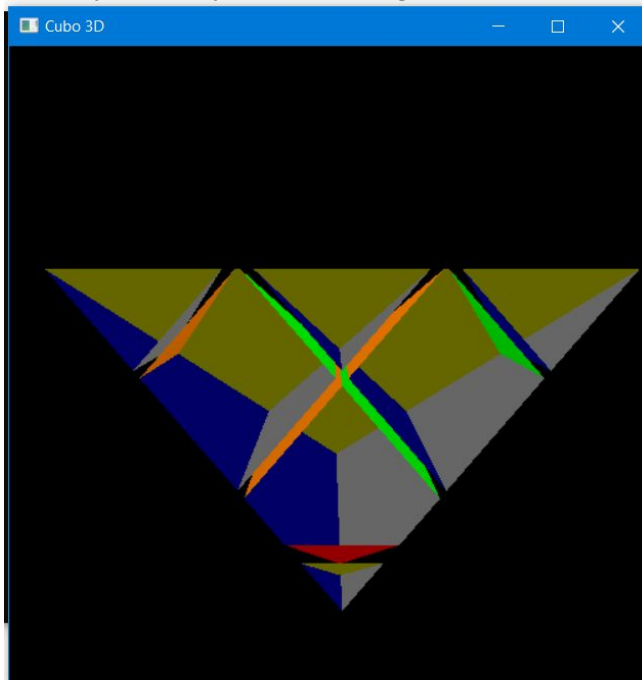


```
glFrustum:
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
glFrustum(-100.0f, 100.0f, -100.0f, 100.0f, 20.0f, 5000.0f);
glMatrixMode(GL_MODELVIEW);
```



```
gluPerspective:
glMatrixMode(GL_PROJECTION);
glLoadIdentity();
```

```
gluPerspective(120.0f, 1, 20, -5000.0);  
glMatrixMode(GL_MODELVIEW);
```



```
glViewport:  
glMatrixMode(GL_PROJECTION);  
glLoadIdentity();  
glOrtho(-100.0f, 100.0f, -100.0f, 100.0f, 5000.0f, -5000.0f);  
glMatrixMode(GL_MODELVIEW);  
glViewport(-200, -200, 1000, 1000);
```

