

# Lab 0 - OpenGL introduction

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## 0 Assignments

1. Draw a single cube;
2. Change the color to be applied to each face instead of vertex;
3. Add scaling commands with mouse buttons.

## 1 Draw a single cube

It was simply changed the value to 1 in variable *n\_cubi*.

## 2 Change the color to be applied to each face instead of vertex

A *polygon\_monocolor()* function was implemented which assigns the same color to all the vertices making up the polygon.

## 3 Add scaling commands with mouse buttons

In *mymouse()* function the scaling factor of 1.1f was added to each coordinate depending on the button pressed: X axis left button, Y axis wheel/middle button, Z axis right button.