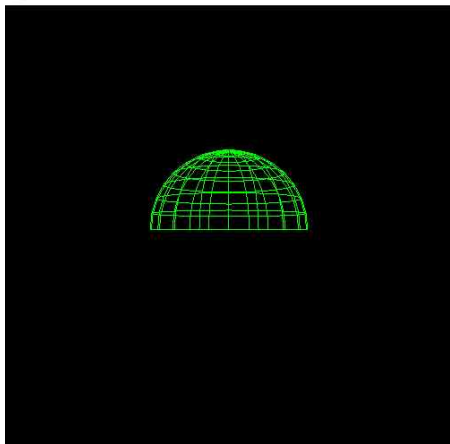
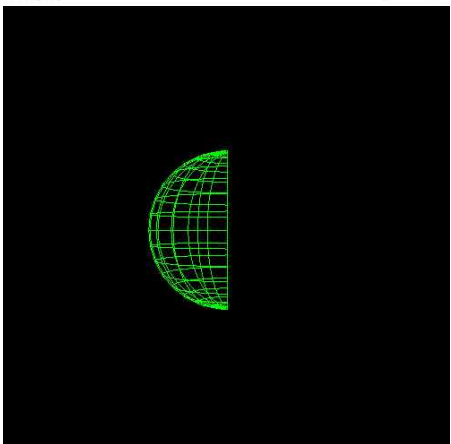
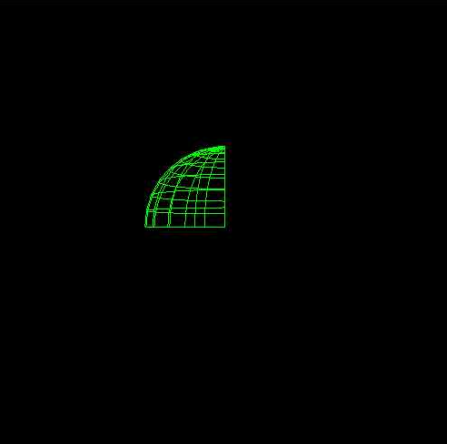
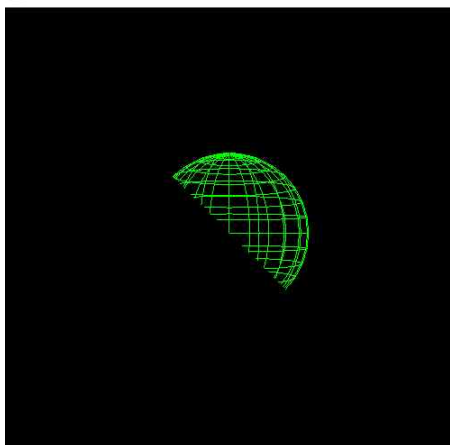
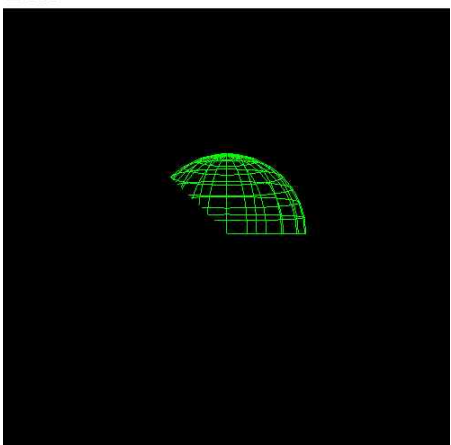


# 컴퓨터그래픽스

컴퓨터과학과 2018013042 김상현

		
<pre>GLdouble eqn1[4] = { 0.0, 1.0, 0.0, 0.0 };  glClipPlane(GL_CLIP_PLANE0, eqn1); glEnable(GL_CLIP_PLANE0);  glRotatef(90.0, 1.0, 0.0, 0.0);</pre>	<pre>GLdouble eqn2[4] = { -1.0, 0.0, 0.0, 0.0 };  glClipPlane(GL_CLIP_PLANE0, eqn2); glEnable(GL_CLIP_PLANE0);  glRotatef(90.0, 1.0, 0.0, 0.0);</pre>	<pre>GLdouble eqn1[4] = { 0.0, 1.0, 0.0, 0.0 }; GLdouble eqn2[4] = { -1.0, 0.0, 0.0, 0.0 };  glClipPlane(GL_CLIP_PLANE0, eqn1); glEnable(GL_CLIP_PLANE0);  glClipPlane(GL_CLIP_PLANE1, eqn2); glEnable(GL_CLIP_PLANE1);  glRotatef(90.0, 1.0, 0.0, 0.0);</pre>
		
<pre>GLdouble eqn3[4] = { 1.0, 1.0, 0.0, 0.0 };  glClipPlane(GL_CLIP_PLANE0, eqn3); glEnable(GL_CLIP_PLANE0);  glRotatef(90.0, 1.0, 0.0, 0.0);</pre>	<pre>GLdouble eqn1[4] = { 0.0, 1.0, 0.0, 0.0 }; GLdouble eqn4[4] = { 1.0, 1.0, 0.0, 0.0 };  glClipPlane(GL_CLIP_PLANE0, eqn1); glEnable(GL_CLIP_PLANE0);</pre>	

	<pre>glClipPlane(GL_CLIP_PLANE1, eqn4); glEnable(GL_CLIP_PLANE1);  glRotatef(90.0, 1.0, 0.0, 0.0);</pre>	
--	--	--

```
#include <GL/glut.h>
#include <stdio.h>
#include <GL/gl.h>
#include <GL/glu.h>
```

```
void MyDisplay() {
    GLdouble eqn1[4] = { 0.0, 1.0, 0.0, 0.0 };
    GLdouble eqn2[4] = { -1.0, 0.0, 0.0, 0.0 };
    GLdouble eqn3[4] = { 1.0, 1.0, 0.0, 0.0 };
    GLdouble eqn4[4] = { 1.0, 1.0, 0.0, 0.0 };

    glMatrixMode(GL_MODELVIEW);
    glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
    glColor3f(0.0, 1.0, 0.0);

    glTranslatef(0.0, 0.0, -5.0);

    // 1번
    glClipPlane(GL_CLIP_PLANE0, eqn1);
    glEnable(GL_CLIP_PLANE0);

    // 2번
    //glClipPlane(GL_CLIP_PLANE0, eqn2);
    //glEnable(GL_CLIP_PLANE0);

    // 3번
    //glClipPlane(GL_CLIP_PLANE0, eqn1);
    //glEnable(GL_CLIP_PLANE0);

    //glClipPlane(GL_CLIP_PLANE1, eqn2);
    //glEnable(GL_CLIP_PLANE1);

    // 4번
    //glClipPlane(GL_CLIP_PLANE0, eqn3);
    //glEnable(GL_CLIP_PLANE0);

    // 5번
    //glClipPlane(GL_CLIP_PLANE0, eqn1);
    //glEnable(GL_CLIP_PLANE0);

    //glClipPlane(GL_CLIP_PLANE1, eqn4);
    //glEnable(GL_CLIP_PLANE1);
```

```
        glRotatef(90.0, 1.0, 0.0, 0.0);

        glutWireSphere(1.0, 20, 16);
        glFlush();
    }

    void MyReshape(int w, int h) {
        glViewport(0, 0, (GLsizei)w, (GLsizei)h);
        glMatrixMode(GL_PROJECTION);
        glLoadIdentity();
        gluPerspective(60.0, (GLfloat)w / (GLfloat)h, 1.0, 10.0);
    }

    int main() {
        glutInitDisplayMode(GLUT_SINGLE | GLUT_RGBA | GLUT_DEPTH);
        glutInitWindowSize(500, 500);
        glutInitWindowPosition(500, 400);
        glutCreateWindow("김상현");
        glClearColor(0.0, 0.0, 0.0, 0.0);
        glutDisplayFunc(MyDisplay);
        glutReshapeFunc(MyReshape);
        glutMainLoop();
        return 0;
    }
```