

## demos/



A screenshot of the "GLUT Atlantis Demo" window. It shows a blue underwater scene with several 3D models of sharks, dolphins, and whales swimming.	<p>Swimming around with sharks, dolphins and whales.</p> <p>Source code: <a href="#">source directory</a>.</p> <p>Zip file: <a href="#">atlantis.zip</a>.</p> <p>Snapshots: <a href="#">fish (shown)</a>.</p>
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A screenshot of the "Chess" window. It shows a 3D chessboard with white and yellow pieces arranged on a checkered board.	<p>Classical chess game with a crazy twist.</p> <p>Source code: <a href="#">source directory</a>.</p> <p>Zip file: <a href="#">chess.zip</a>.</p> <p>Snapshots: <a href="#">in game (shown)</a>.</p>
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Contort this face as much as you want.

Source code: [source directory](#).

Zip file: [geoface.zip](#).

Snapshots: [smile \(shown\)](#).

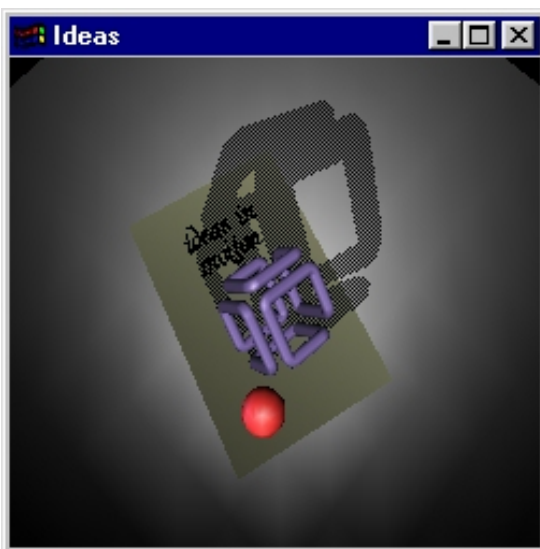


Walking (but not talking) vulcan gunner.

Source code: [glutmech.c](#).

Zip file: [glutmech.zip](#).

Snapshots: [shaded \(shown\)](#), [walking](#).



The classic SGI demonstration program.

Source code: [source directory](#).

Zip file: [ideas.zip](#).

Snapshots: [shadow \(shown\)](#).

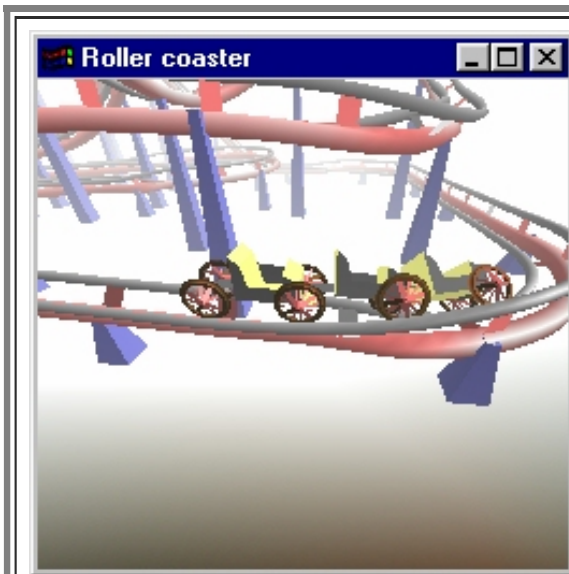
Cool OpenGL logo that spins into place.



Source code: [source directory](#).

Zip file: [opengl\\_logo.zip](#).

Snapshots: [final \(shown\)](#), [motion](#).

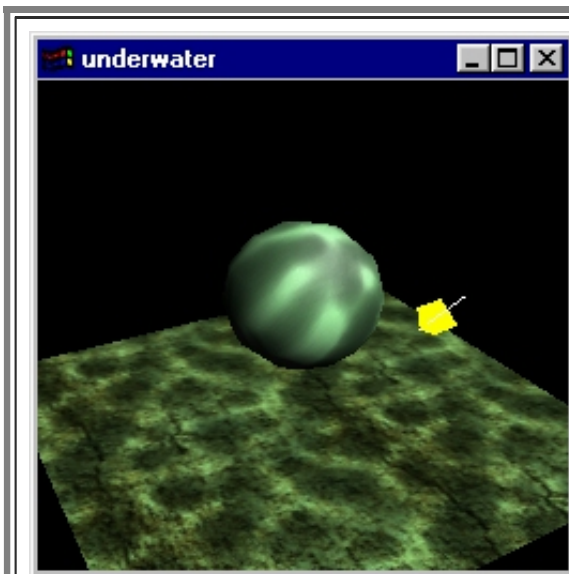


Excellent rollercoaster simulation (you can really feel this one!).

Source code: [source directory](#).

Zip file: [rollercoaster.zip](#).

Snapshots: [cart \(shown\)](#), [rush](#).



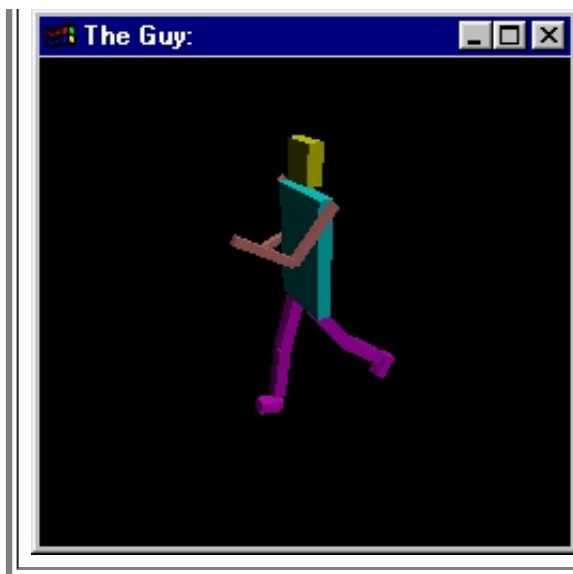
Caustic effects as viewed in underwater scenes.

Source code: [source directory](#).

Zip file: [underwater.zip](#).

Snapshots: [greenish sea \(shown\)](#), [cube underwater](#).

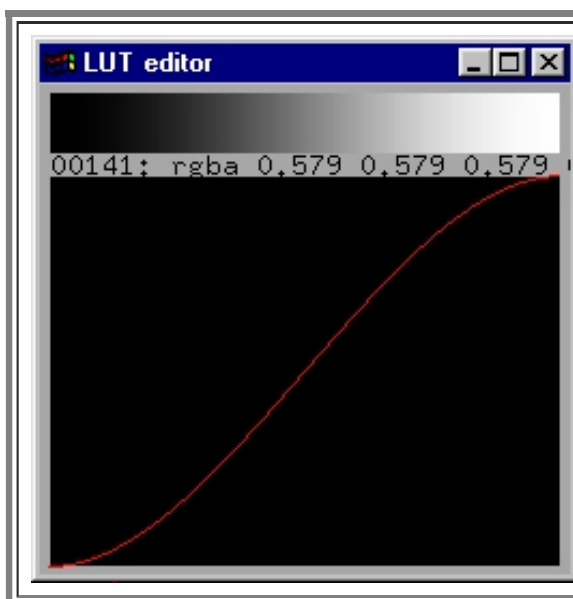
Walking motion simulator (customizable).



Source code: [source directory](#).

Zip file: [walker.zip](#).

Snapshots: [walk \(shown\)](#).



Color editor with a very nice interface.

Source code: [source directory](#).

Zip file: [yacme.zip](#).

Snapshots: [default \(shown\)](#).

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