Prepare Scene

```
float red = 200 / 255.;
float green = 200 / 255.;
float blue = 200 / 255.;

glClearColor(red, green, blue, 1.0f);
glEnable(GL_DEPTH_TEST);
glEnable(GL_TEXTURE_2D);
glEnable(GL_NORMALIZE);
glEnable(GL_CULL_FACE);
glCullFace(GL_BACK);
glPixelStorei(GL_UNPACK_ALIGNMENT, 4);
glTexEnvf(GL_TEXTURE_ENV, GL_TEXTURE_ENV_MODE, GL_REPLACE);
```

Teksture

```
unsigned int id = 0;
glGenTextures(1, &id);
glBindTexture(GL_TEXTURE_2D, id);

DImage img;
img.Load(fileName);

glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_S, GL_CLAMP);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_WRAP_T, GL_CLAMP);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MAG_FILTER, GL_LINEAR);
glTexParameteri(GL_TEXTURE_2D, GL_TEXTURE_MIN_FILTER, GL_LINEAR_MIPMAP_LINEAR);;
gluBuild2DMipmaps(GL_TEXTURE_2D, GL_RGBA, img.Width(), img.Height(), GL_BGRA_EXT,
GL_UNSIGNED_BYTE, img.GetDIBBits());

return id;
```

Draw Scene

```
glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
glLoadIdentity();

glFlush();
SwapBuffers(pDC->m_hDC);
```

Destroy Scene

```
glDeleteTextures(1, &textureId);
```

Reshape

```
glViewport(0, 0, (GLsizei)w, (GLsizei)h);

glMatrixMode(GL_PROJECTION);
glLoadIdentity();

gluPerspective(55, (float)w / (float)h, 0.1, 1000);

glMatrixMode(GL_MODELVIEW);
```