Universitatea Tehnică Cluj-Napoca

Facultatea de Automatică și Calculatoare

Automatică

OpenGL

Proiect

Student :   Nagy Obed György   Coordinator:

Group: 30116   Assist. Eng. Dan Gota

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Summary

Contents
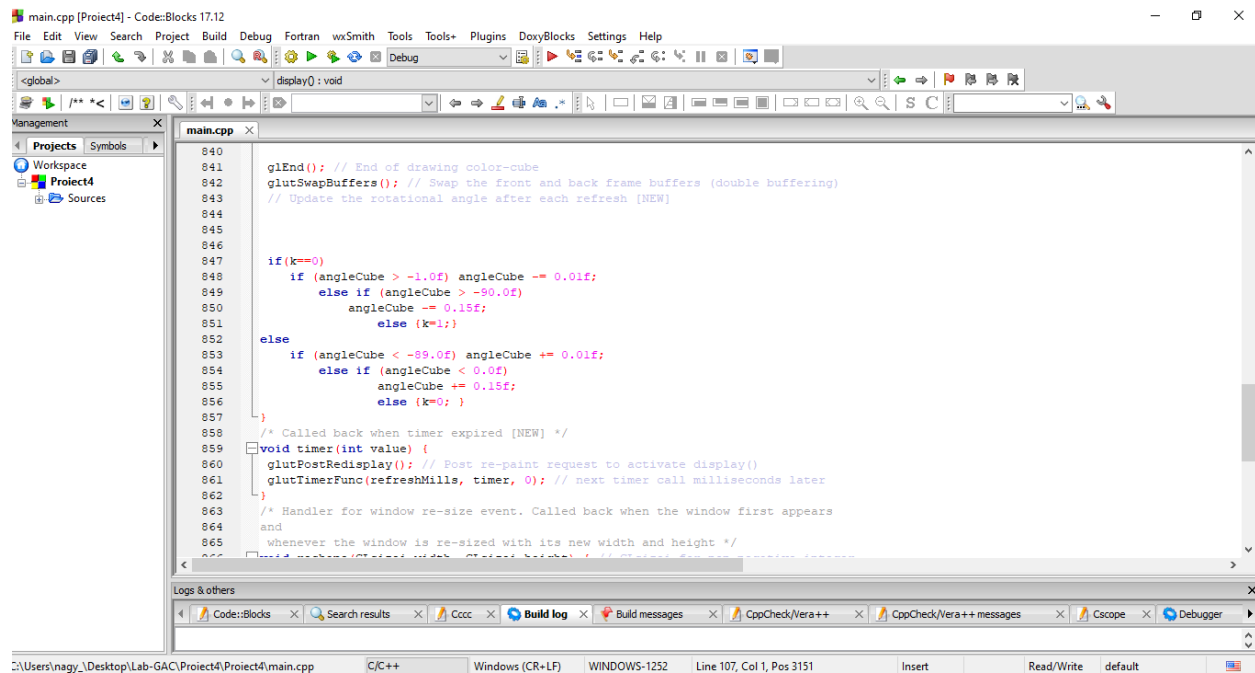
3D animated Object

The object is roteted to -90.0f around Ox.
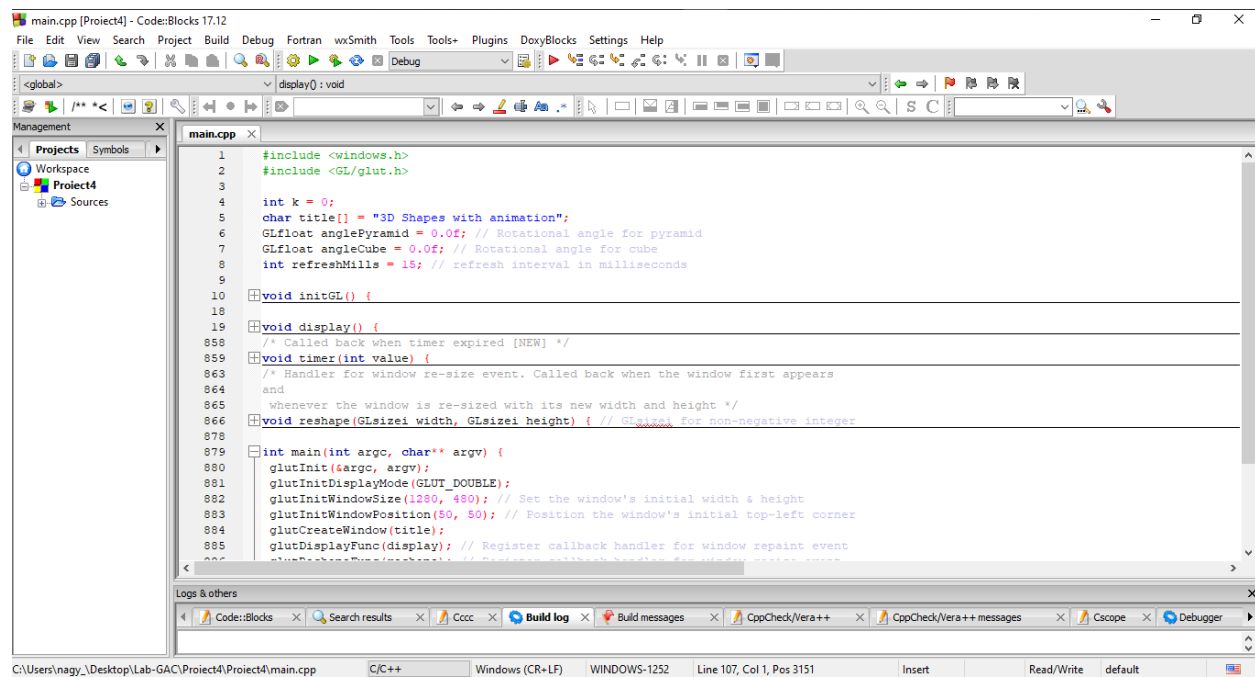
If angleCube = -90.0f The Object is rotated back to 0.0f.

Commends/Functions

void initGL()

void reshape(GLsizei width, GLsizei height)

void timer(int value)

glClearColor(0.0f, 0.0f, 0.0f, 1.0f)

glTranslatef(1.5f, 0.0f, -20.0f)

glRotatef(angleCube, 10.0f, 0.0f, 0.0f)

glColor3f(1.0f, 1.0f, 1.0f)

glVertex3f(1.0f, 0.0f, 5.0f)

glutCreateWindow(title)

glutDisplayFunc(display)

glutReshapeFunc(reshape)

glutTimerFunc(0, timer, 0)

glutMainLoop()