**import** **pygame**

**from** **pygame.locals** **import** \*

**from** **OpenGL.GL** **import** \*

**from** **OpenGL.GLU** **import** \*

verts = (

(**0**, **0**, **0**),

(**0.8**, **0**, **0**),

(**0**, **0.8**, **0**),

(**0**, **0**, **0.8**),

(**0.8**, **0.8**, **0**),

(**0.8**, **0**, **0.8**),

(**0**, **0.8**, **0.8**),

(**0.8**, **0.8**, **0.8**)

)

edges = ((**0**,**1**),(**0**,**3**),(**0**,**4**),(**2**,**1**),(**2**,**3**),(**2**,**7**),(**6**,**3**),(**6**,**4**),(**6**,**7**),(**5**,**1**),

(**5**,**4**),(**5**,**7**),(**3**,**7**),(**6**,**5**),(**1**,**7**),(**0**,**5**),(**1**,**3**),(**0**,**6**),(**0**,**7**),(**1**,**6**),(**5**,**2**),(**3**,**4**), (**0**,**2**),(**4**,**7**),(**5**,**3**),(**1**,**4**),(**2**,**4**),(**6**,**2**))

**def** **cube**():

glBegin(GL\_LINES)

**for** edge **in** edges:

**for** vertex **in** edge:

glVertex3fv(verts[vertex])

glEnd()

**def** **main**():

pygame.init()

pygame.display.set\_caption('3d Cube')

display = (**1366**, **768**)

pygame.display.set\_mode(display,DOUBLEBUF|OPENGL)

gluPerspective(**45**, (display[**0**]/display[**1**]), **0.1**, **50.0**)

glTranslatef(**0.0**,**0.0**,-**5**)

glRotatef(**0**, **0**, **0**, **0**)

**while** True:

**for** event **in** pygame.event.get():

**if** event.type == pygame.QUIT:

pygame.quit()

quit()

glRotatef(**1**, **3**, **1**, **1**)

glClear(GL\_COLOR\_BUFFER\_BIT|GL\_DEPTH\_BUFFER\_BIT)

cube()

pygame.display.flip()

pygame.time.wait(**10**)

main()