**EXPERIMENT - 03**

**3.Program to draw a color cube and spin it using OpenGL transformation matrices.**

#include <stdlib.h>

#include <GL/glut.h>

GLfloat vertices[][3] = {{-1,-1,-1},{1,-1,-1},{1,1,-1},{-1,1,-1},

{-1,-1,1},{1,-1,1}, {1,1,1},{-1,1,1}};

GLfloat colors[][3] = {{1,0,0},{1,1,0},{0,1,0},{0,0,1},

{1,0,1},{1,1,1},{0,1,1},{0.5,0.5,0.5}};

void polygon(int a, int b, int c , int d)

{

glBegin(GL\_POLYGON);

glColor3fv(colors[a]);

glVertex3fv(vertices[a]);

glColor3fv(colors[b]);

glVertex3fv(vertices[b]);

glColor3fv(colors[c]);

glVertex3fv(vertices[c]);

glColor3fv(colors[d]);

glVertex3fv(vertices[d]);

glEnd();

}

void colorcube(void)

{

polygon(0,3,2,1);

polygon(0,4,7,3);

polygon(5,4,0,1);

polygon(2,3,7,6);

polygon(1,2,6,5);

polygon(4,5,6,7);

}

GLfloat theta[] = {0.0,0.0,0.0};

GLint axis = 2;

void display(void)

{

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

glLoadIdentity();

glRotatef(theta[0], 1.0, 0.0, 0.0);

glRotatef(theta[1], 0.0, 1.0, 0.0);

glRotatef(theta[2], 0.0, 0.0, 1.0);

colorcube();

glutSwapBuffers();

}

void spinCube()

{

theta[axis] += 1.0;

if( theta[axis] > 360.0 )

}

theta[axis] -= 360.0;

glutPostRedisplay();

}

void mouse(int btn, int state, int x, int y)

{

if(btn==GLUT\_LEFT\_BUTTON && state == GLUT\_DOWN) axis = 0;

if(btn==GLUT\_MIDDLE\_BUTTON && state == GLUT\_DOWN) axis = 1;

if(btn==GLUT\_RIGHT\_BUTTON && state == GLUT\_DOWN) axis = 2;

}

void myReshape(int w, int h)

{

glViewport(0, 0, w, h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

if (w <= h)

glOrtho(-2.0, 2.0, -2.0 \* (GLfloat) h / (GLfloat) w,

2.0 \* (GLfloat) h / (GLfloat) w, -10.0, 10.0);

else

glOrtho(-2.0 \* (GLfloat) w / (GLfloat) h,

2.0 \* (GLfloat) w / (GLfloat) h, -2.0, 2.0, -10.0, 10.0);

glMatrixMode(GL\_MODELVIEW);

}

void main(int argc, char \*argv[])

{

glutInit(&argc, argv);

glutInitDisplayMode(GLUT\_DOUBLE | GLUT\_RGB | GLUT\_DEPTH);

glutInitWindowSize(500, 500);

glutCreateWindow("Rotating a Color Cube");

glutReshapeFunc(myReshape);

glutDisplayFunc(display);

glutIdleFunc(spinCube);

glutMouseFunc(mouse);

glEnable(GL\_DEPTH\_TEST); /\* Enable hidden--surface--removal \*/

glutMainLoop();

}