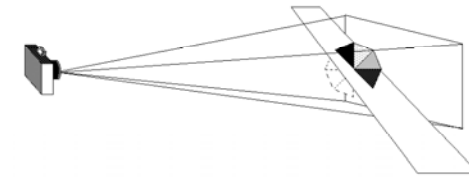


OpenGL

Dodatak - A



Dodatne Clipping ravni



```
void glClipPlane(GLenum plane, const GLdouble *equation);
```

plane – GL_CLIP_PLANE*i*, *equation* = {A, B, C, D}

Jednačina ravni: $Ax + By + Cz + D = 0$,

odsečki na osama (x, y, z, respektivno): $a = -D/A$, $b = -D/B$, $c = -D/C$

Sve tačke se **eye** koordinatama (*x_e*, *y_e*, *z_e*, *w_e*) koje zadovoljavaju nejednakost:

$(A \ B \ C \ D) \ M^{-1} (x_e \ y_e \ z_e \ w_e)^T \geq 0$ leže u vidljivom poluprostoru, gde je M tekuća modelview matrica u trenutku kada je pozvana funkcija `glClipPlane()`.

```
glEnable(GL_CLIP_PLANEi);    glDisable(GL_CLIP_PLANEi);
```

2

Primer clip-ravni

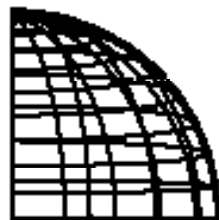
```
GLdouble eqn[4] = {0.0, 1.0, 0.0, 0.0}; /* y < 0 */
GLdouble eqn2[4] = {1.0, 0.0, 0.0, 0.0}; /* x < 0 */
```

```
glClear(GL_COLOR_BUFFER_BIT);
```

```
glColor3f(1.0, 1.0, 1.0);
glPushMatrix();
glTranslatef(0.0, 0.0, -5.0);
```

```
glClipPlane(GL_CLIP_PLANE0, eqn);
glEnable(GL_CLIP_PLANE0);
glClipPlane(GL_CLIP_PLANE1, eqn2);
glEnable(GL_CLIP_PLANE1);
```

```
glRotatef(90.0, 1.0, 0.0, 0.0);
auxWireSphere(1.0);
glPopMatrix();
glFlush();
```



3

GLUT pre-built models sub-API

- GLUTAPI void APIENTRY `glutWireSphere`(GLdouble radius, GLint slices, GLint stacks);
- GLUTAPI void APIENTRY `glutSolidSphere`(GLdouble radius, GLint slices, GLint stacks);
- GLUTAPI void APIENTRY `glutWireCone`(GLdouble base, GLdouble height, GLint slices, GLint stacks);
- GLUTAPI void APIENTRY `glutSolidCone`(GLdouble base, GLdouble height, GLint slices, GLint stacks);
- GLUTAPI void APIENTRY `glutWireCube`(GLdouble size);
- GLUTAPI void APIENTRY `glutSolidCube`(GLdouble size);
- GLUTAPI void APIENTRY `glutWireTorus`(GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings);
- GLUTAPI void APIENTRY `glutSolidTorus`(GLdouble innerRadius, GLdouble outerRadius, GLint sides, GLint rings);
- GLUTAPI void APIENTRY `glutWireDodecahedron`(void);
- GLUTAPI void APIENTRY `glutSolidDodecahedron`(void);
- GLUTAPI void APIENTRY `glutWireTeapot`(GLdouble size);
- GLUTAPI void APIENTRY `glutSolidTeapot`(GLdouble size);
- GLUTAPI void APIENTRY `glutWireOctahedron`(void);
- GLUTAPI void APIENTRY `glutSolidOctahedron`(void);
- GLUTAPI void APIENTRY `glutWireTetrahedron`(void);
- GLUTAPI void APIENTRY `glutSolidTetrahedron`(void);
- GLUTAPI void APIENTRY `glutWireIcosahedron`(void);
- GLUTAPI void APIENTRY `glutSolidIcosahedron`(void);



4