1.

#include "stdafx.h"

#include "glut.h"

void display()

{

glClear(GL\_COLOR\_BUFFER\_BIT);

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

gluLookAt(1,1,1,0,0,0,0,1,0);

glutWireCube(3);//3表示边长

glutSwapBuffers();

}

void reshape(int w, int h)

{

glViewport(0,0,w,h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-4.0,4.0,-4.0,4.0,-4.0,4.0);//glFrustum

}

void init()

{

glClearColor(1.0,1.0,1.0,1.0);

glColor3f(0,0,0);

glEnable(GL\_LIGHTING);

glEnable(GL\_LIGHT0);

}

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

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_DOUBLE|GLUT\_RGB);

glutCreateWindow("simple");

glutReshapeFunc(reshape);

glutDisplayFunc(display);

init();

glutMainLoop();

return 0;

}

2.

#include "stdafx.h"

#include "glut.h"

int axis;

float theta;

void display()

{

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

glMatrixMode(GL\_MODELVIEW);

glLoadIdentity();

glRotatef(theta,1,0,0);

gluLookAt(0.3,0.6,0.3,0,0,0,0,3,0);

glutWireCube(3);//3表示边长

glutSwapBuffers();

}

void reshape(int w, int h)

{

glViewport(0,0,w,h);

glMatrixMode(GL\_PROJECTION);

glLoadIdentity();

glOrtho(-4.0,4.0,-4.0,4.0,-4.0,4.0);//glFrustum

}

void spinCube()

{

theta+=2.0;

if(theta>360.0) theta-=360.0;

glutPostRedisplay();

}

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

{

glutInit(&argc,argv);

glutInitDisplayMode(GLUT\_DOUBLE|GLUT\_RGB);

glutCreateWindow("simple");

glutReshapeFunc(reshape);

glutDisplayFunc(display);

glutIdleFunc(spinCube);

glutMainLoop();

return 0;

}