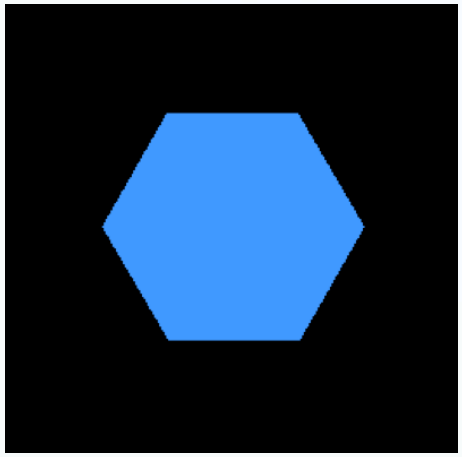
CSC 240
Computer Graphics

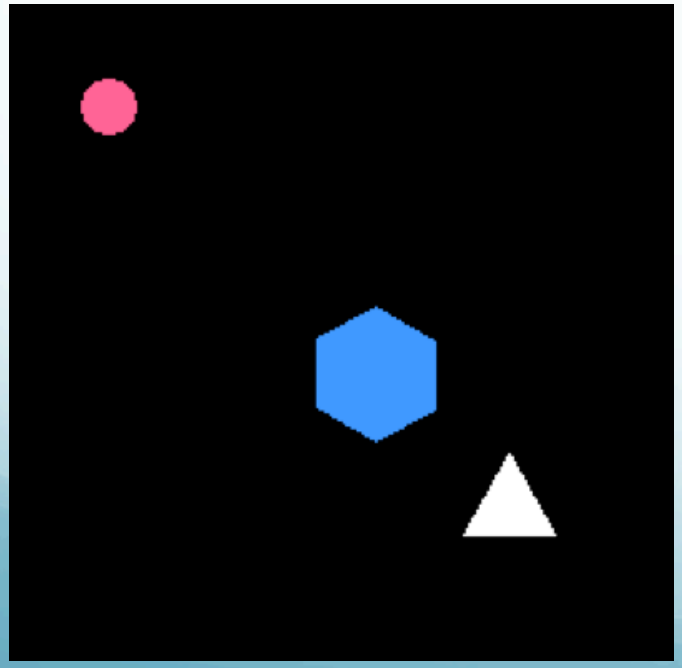
Fall 2015
Smith College

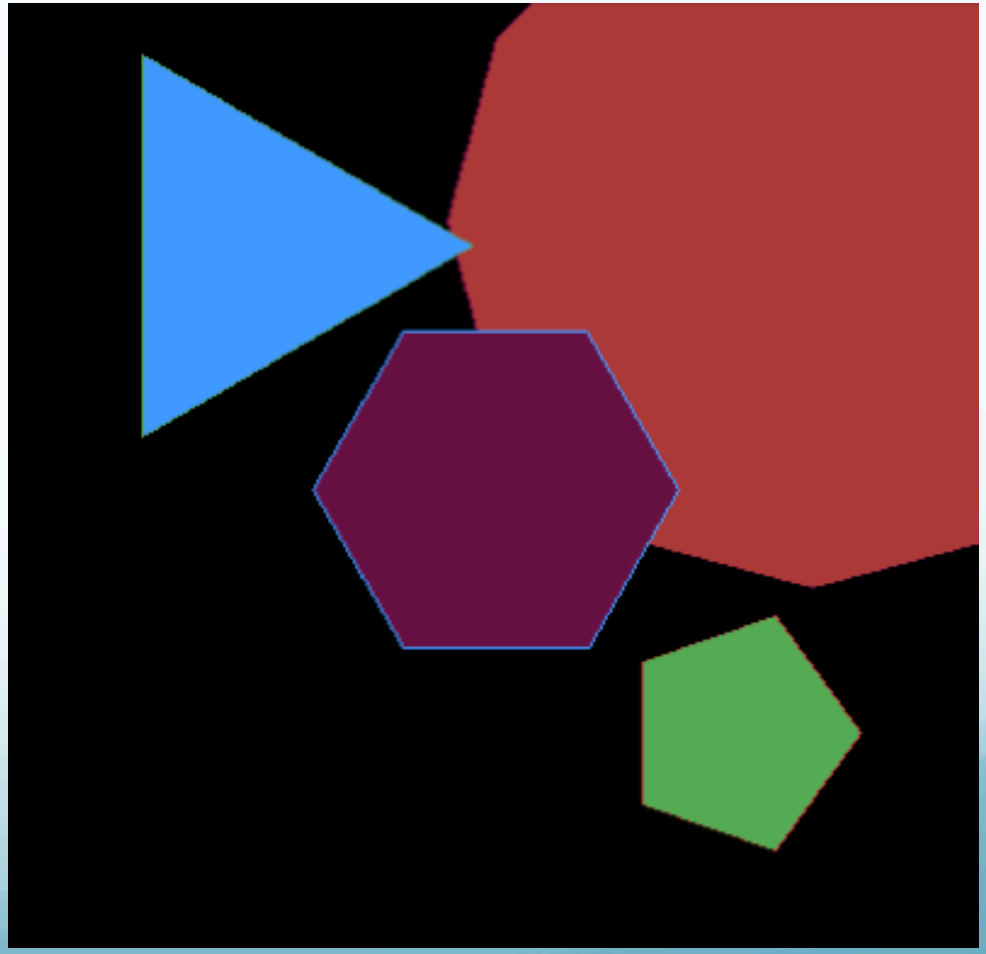
Outline: 9/30

- HW2 examples
- OpenGL primitives and code workflow
- OpenGL lab

HW 2 examples







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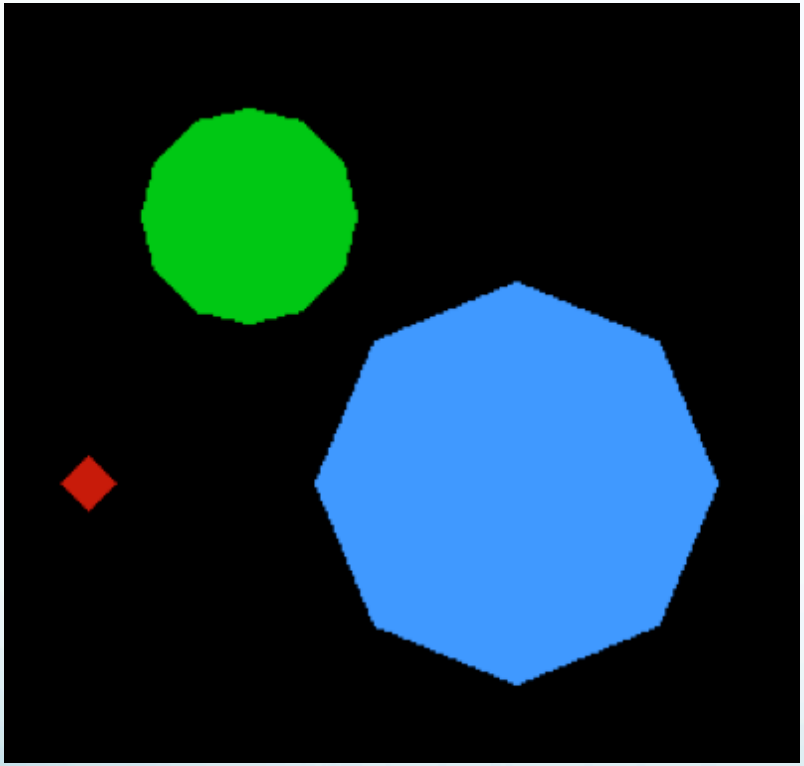

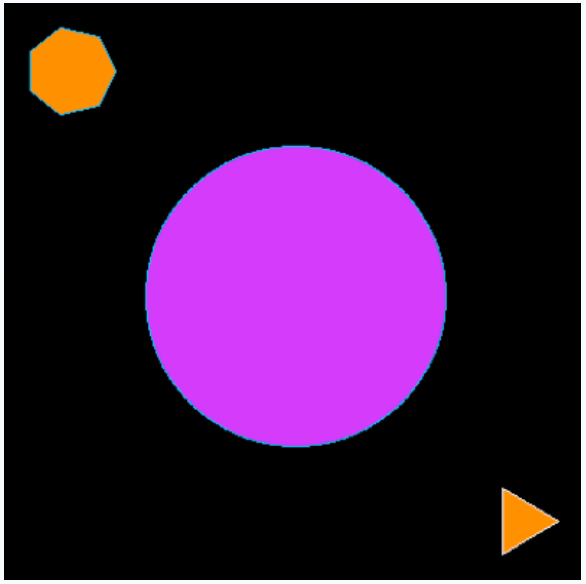

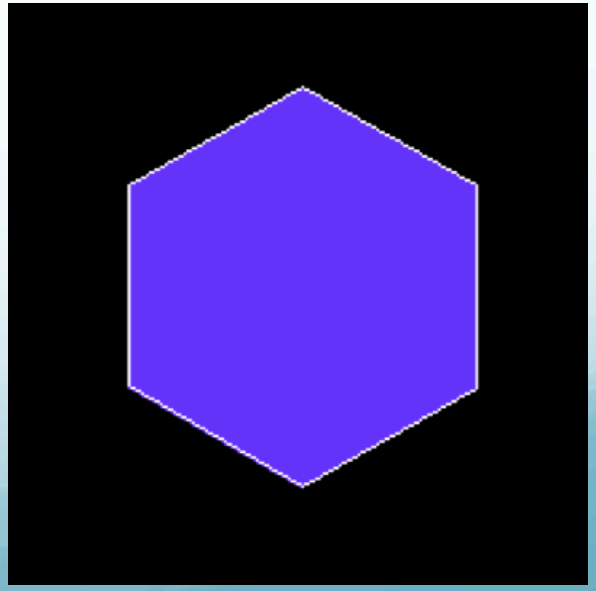

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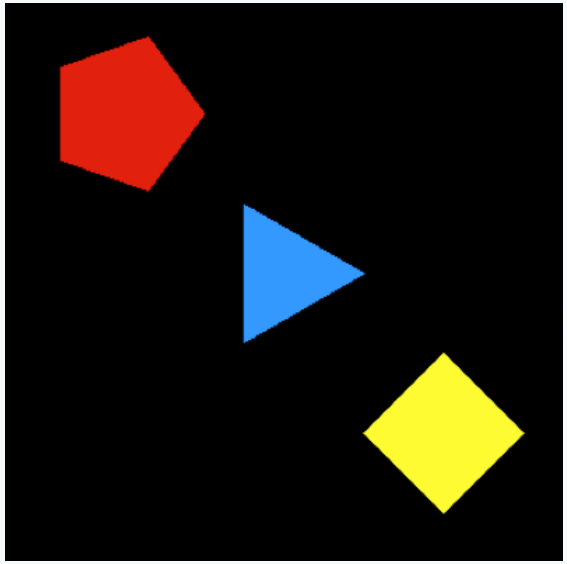

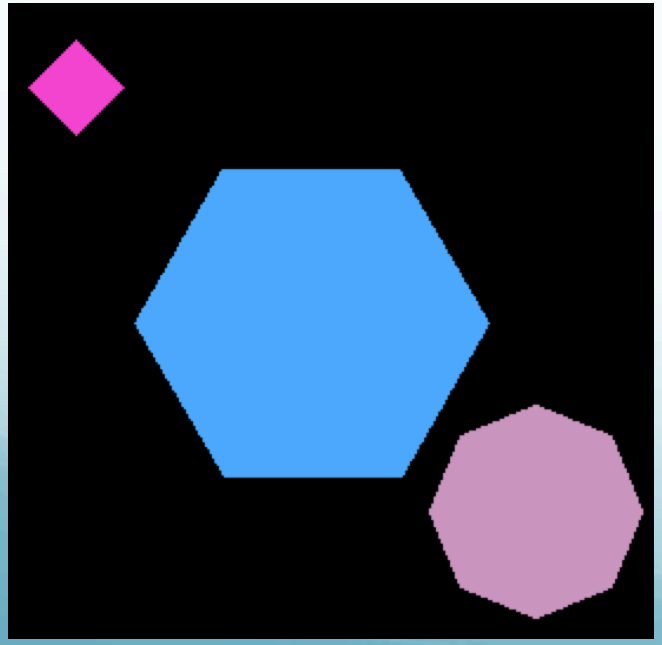

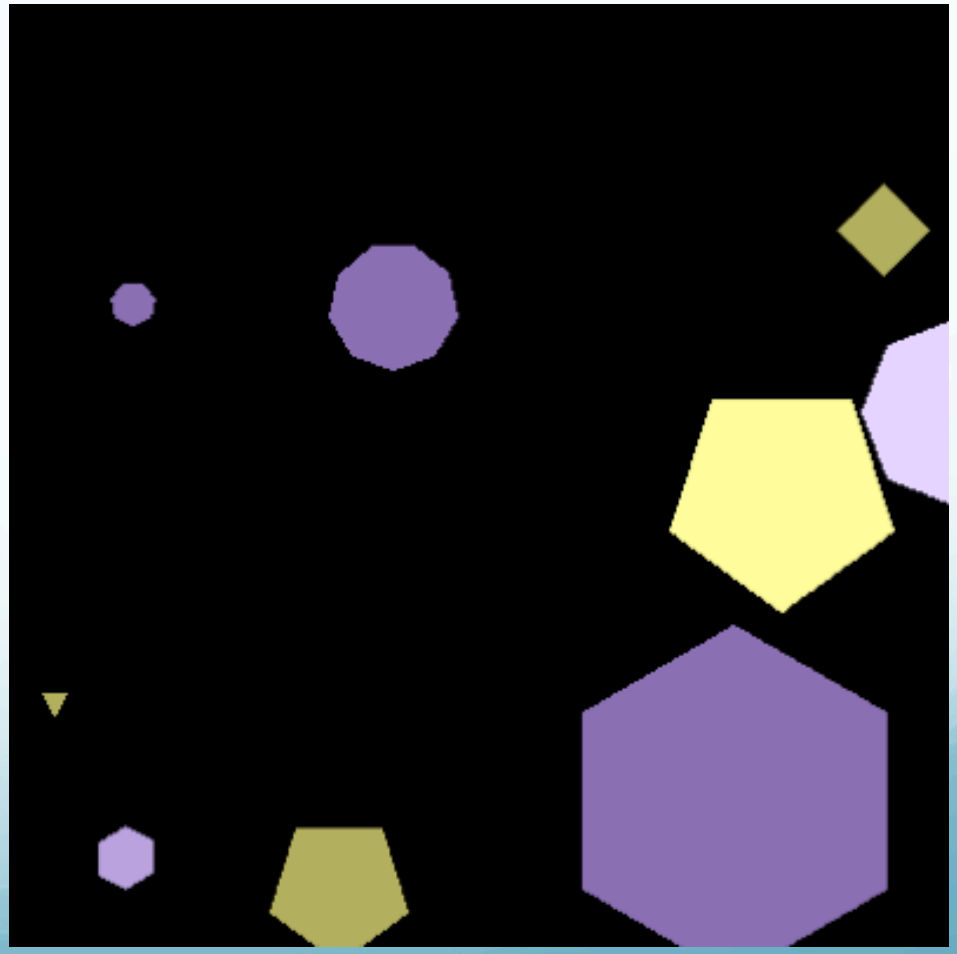

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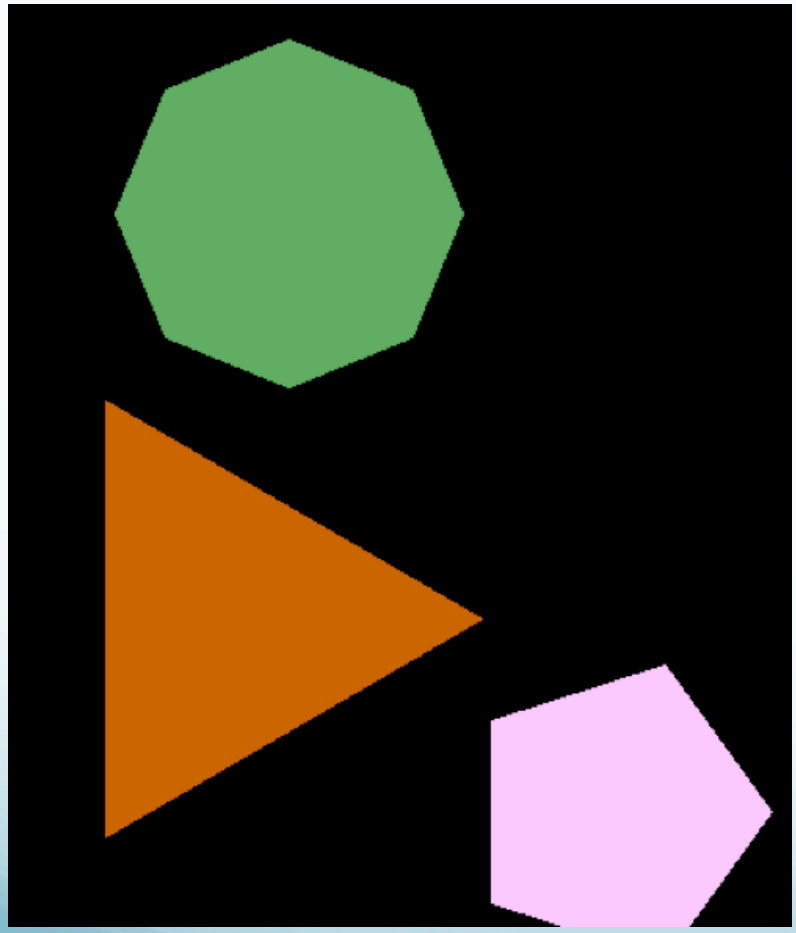

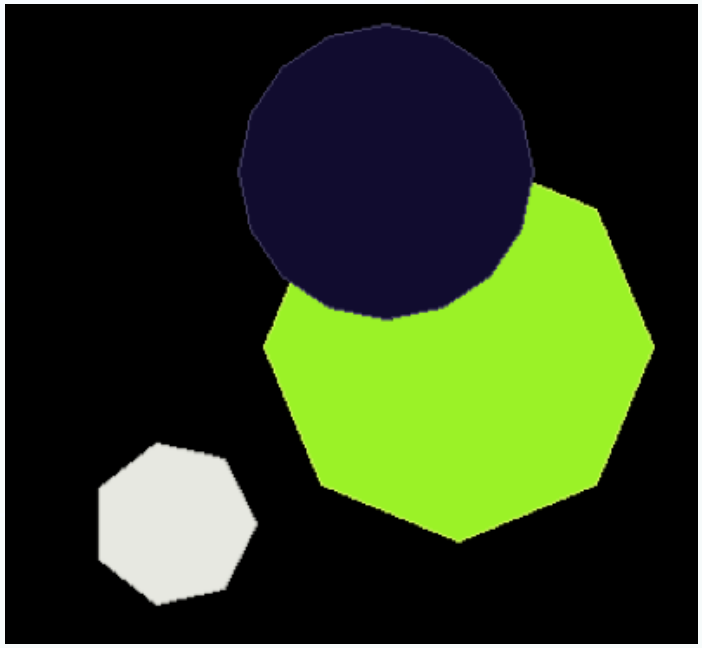

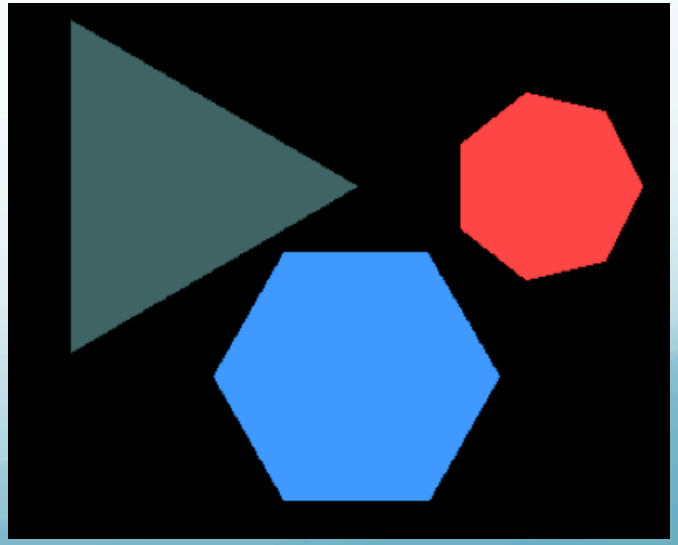

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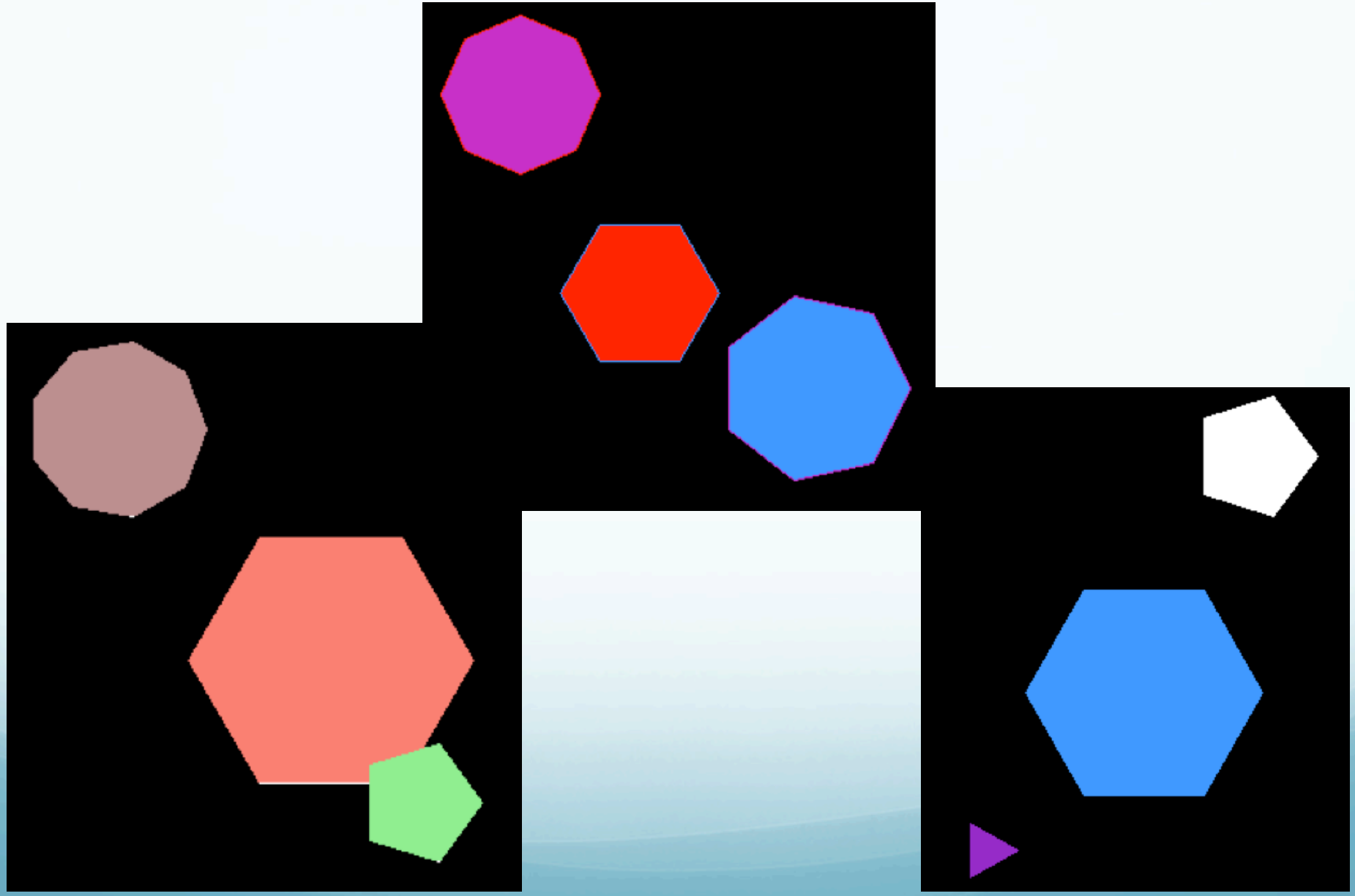

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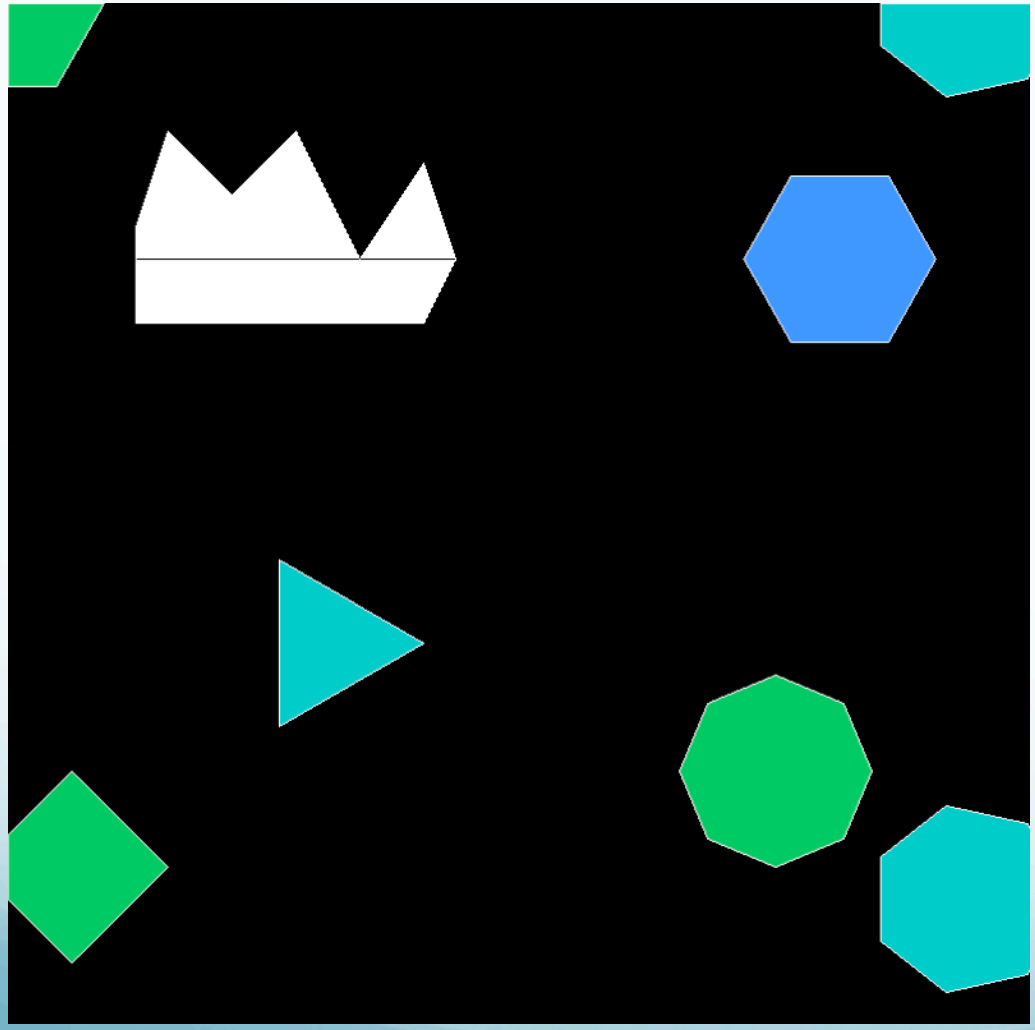

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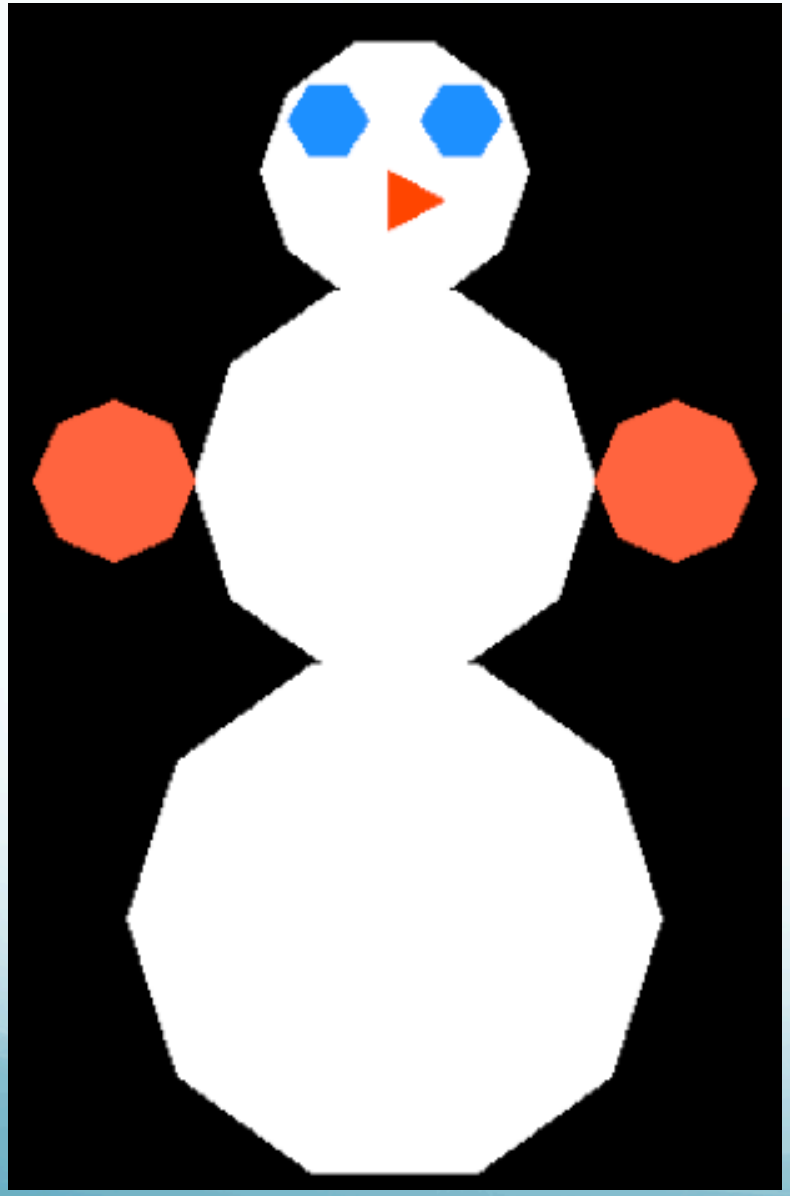

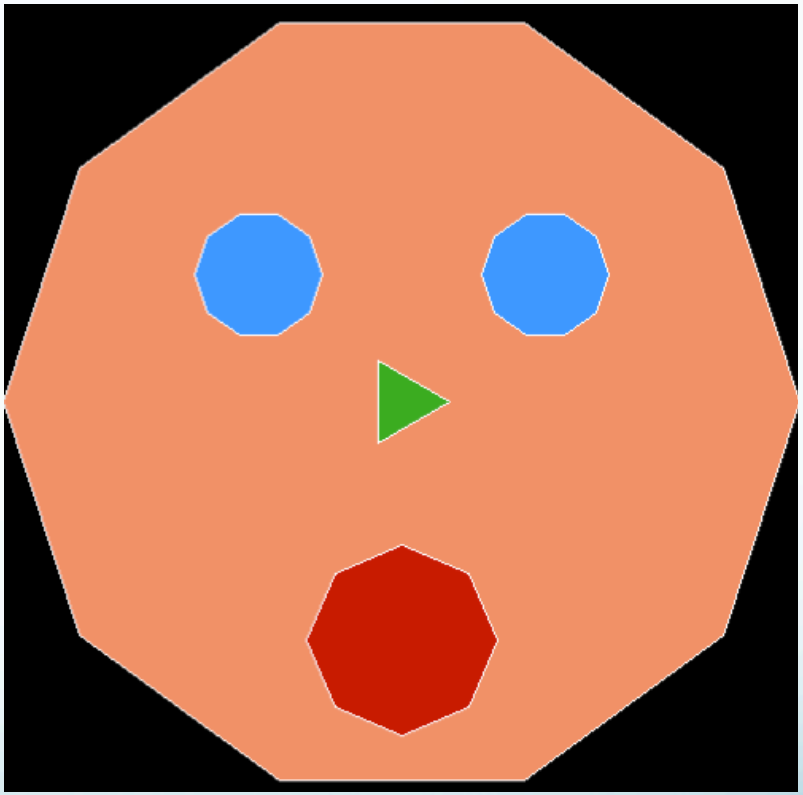

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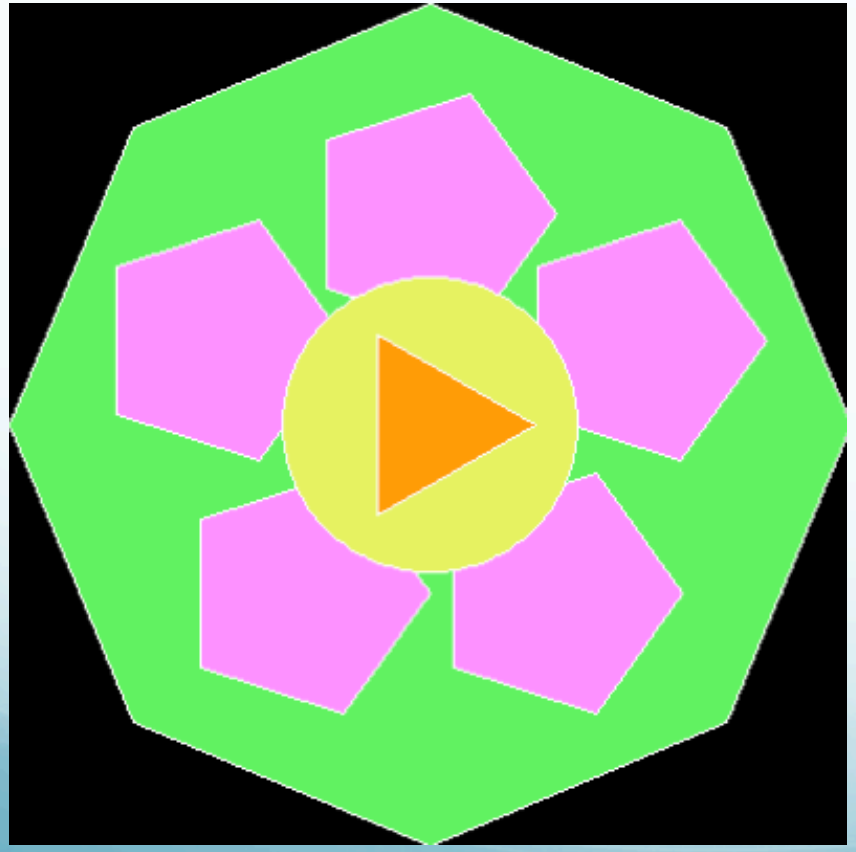
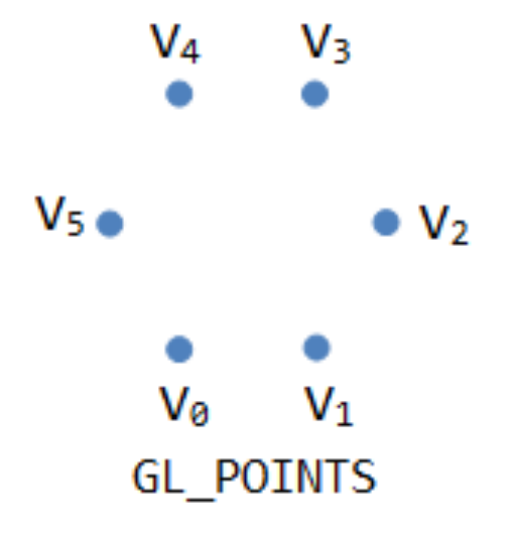
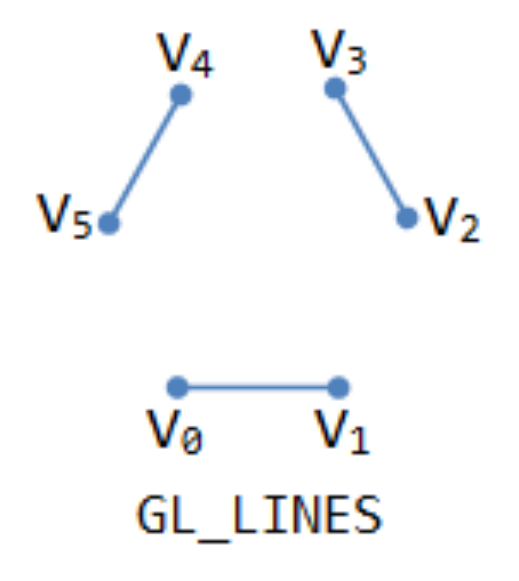


OpenGL Primitives: GL_POINTS



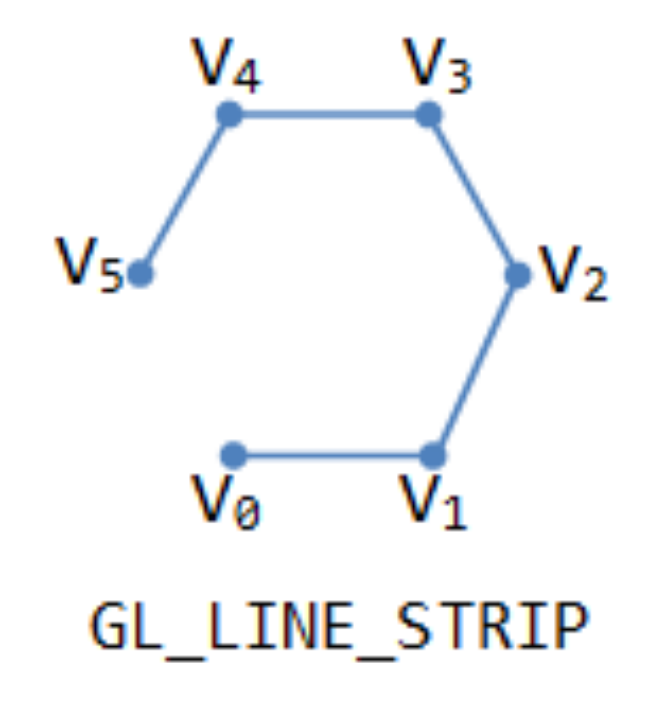

```
glBegin(GL_POINTS)
glVertex3f(0,0.5,0.75)
glVertex3f(-0.1,0.1,0)
glEnd()
```

OpenGL Primitives: GL_LINES



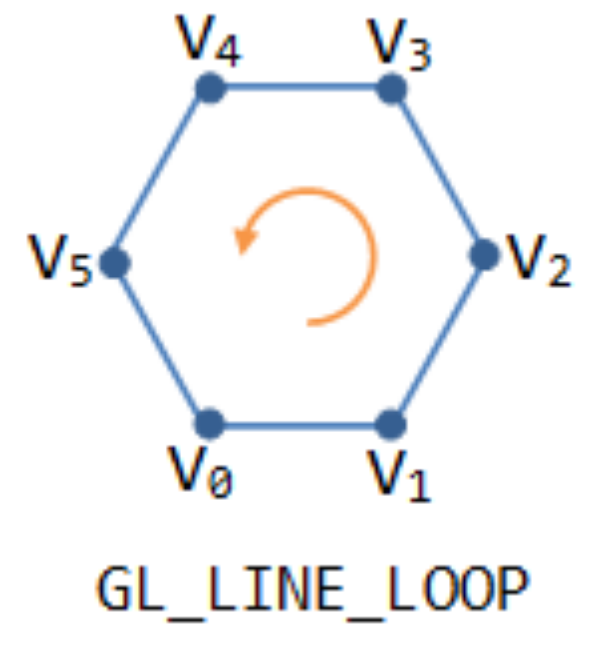

```
glBegin(GL_LINES)
glVertex3f(0,0.5,0)
glVertex3f(-0.1,0.1,0)
glVertex3f(-0.9,0.5,0)
glVertex3f(-0.1,-.1,0)
glVertex3f(0,0.5,0.75)
glEnd()
```

OpenGL Primitives: GL_LINE_STRIP



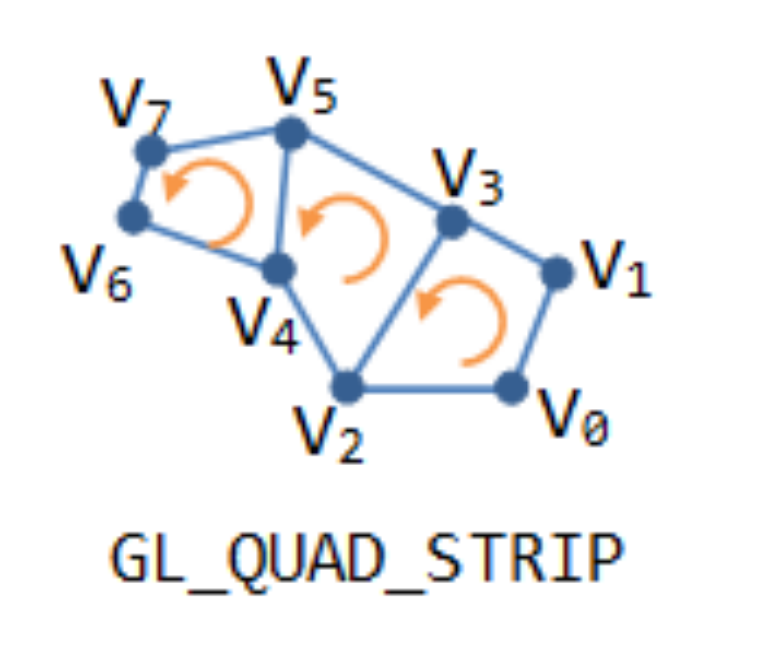
Connects the lines but doesn't join V[0] to V[-1]

OpenGL Primitives: GL_LINE_LOOP



Connect V[0] and V[-1]
but doesn't fill

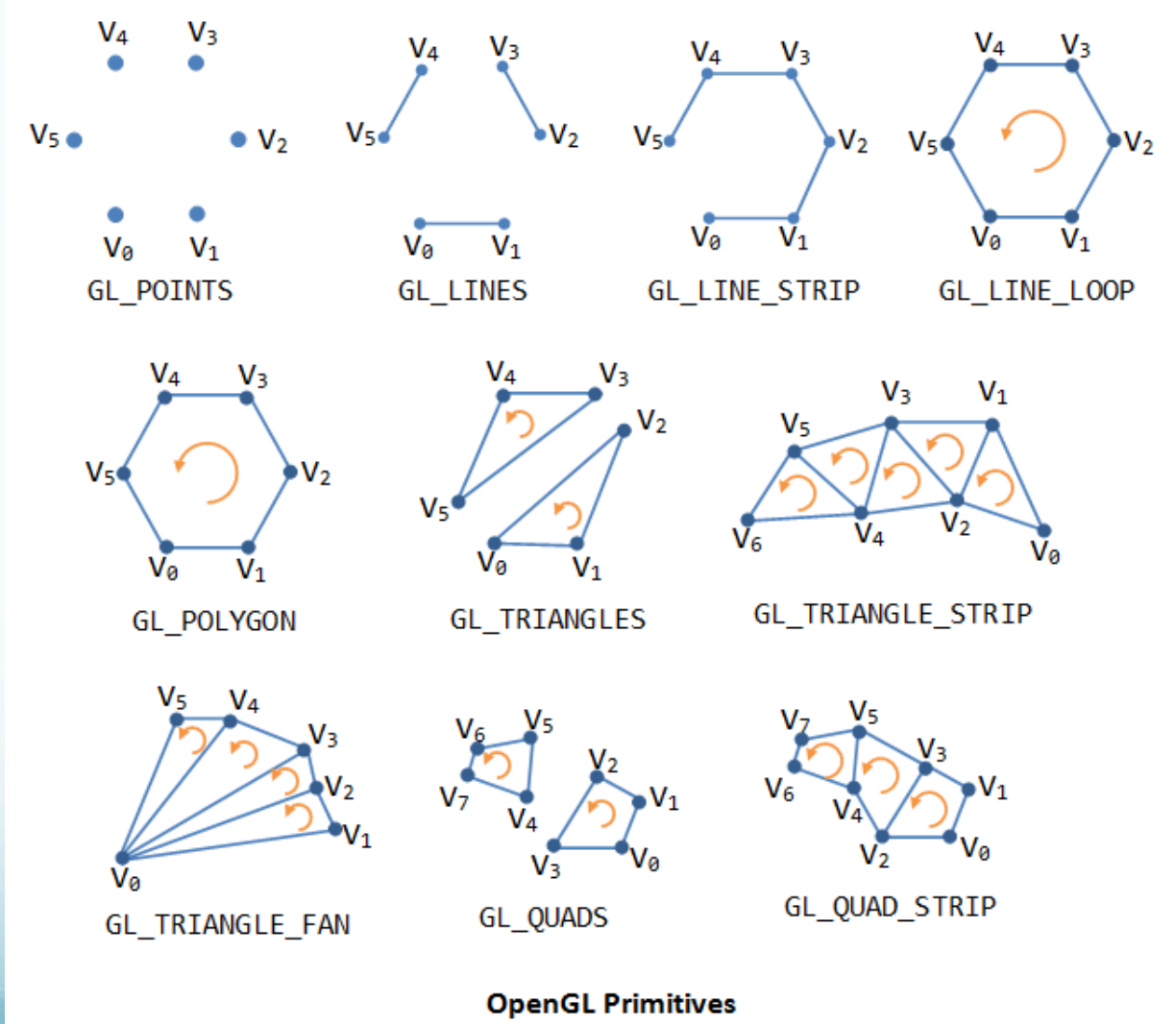
OpenGL Primitives: GL_QUAD_STRIP




```
glBegin( GL_QUAD_STRIP )
glVertex2f( v[ 0 ] )
glVertex2f( v[ 1 ] )
glVertex2f( v[ 2 ] )
glVertex2f( v[ 3 ] )

glVertex2fv( v[ 2 ] )
glVertex2fv( v[ 3 ] )
glVertex2fv( v[ 5 ] )
glVertex2fv( v[ 4 ] )
glEnd()
```

OpenGL Primitives



OpenGL Primitives