

# Graphics Programming

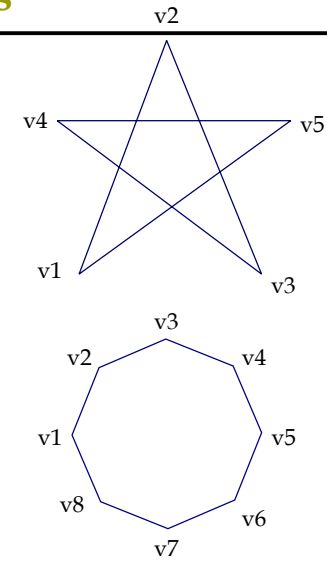
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2008년 봄학기  
3/20/2007  
박경신

## Geometry Primitives

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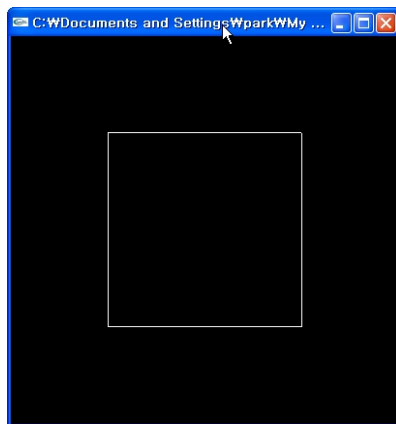
- Draw a star
  - GL\_POINTS
  - GL\_LINES
  - GL\_LINE\_STRIP
  - GL\_LINE\_LOOP
- Draw an octagon
  - GL\_POLYGONS
  - GL\_QUADS
  - GL\_TRIANGLES
  - GL\_TRIANGLE\_FAN
  - GL\_TRIANGLE\_STRIP
  - GL\_QUAD\_STRIP



## Square

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- Draw a wireframe square
  - GL\_LINE\_LOOP
- Draw a solid square
  - GL\_QUADS



## Circle

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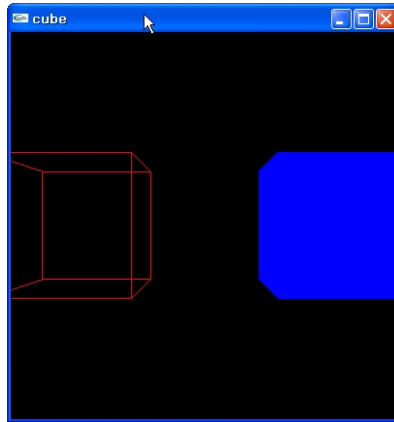
- Draw a wireframe circle
  - GL\_LINE\_LOOP
- Draw a solid circle
  - GL\_TRIANGLE\_FAN



## Cube

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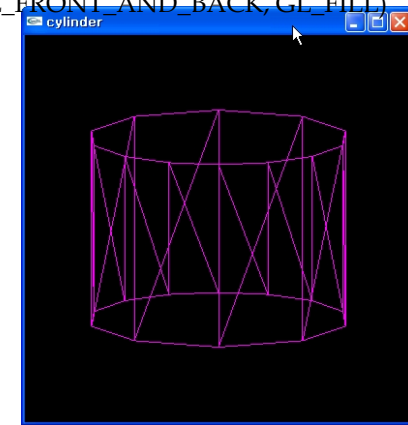
- Draw a wireframe cube
  - `GL_LINE_LOOP`
- Draw a solid cube
  - `GL_QUADS`



## Cylinder

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- Draw a wireframe cylinder
  - `glPolygonMode(GL_FRONT_AND_BACK, GL_LINE)`
- Draw a solid cylinder
  - `glPolygonMode(GL_FRONT_AND_BACK, GL_FILL)`



## Sphere

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- Draw a wireframe sphere
  - `GL_LINE_STRIP`
- Draw a solid sphere
  - `GL_TRIANGLE_STRIP`

