



**UTM**  
UNIVERSITI TEKNOLOGI MALAYSIA

**SCHOOL OF COMPUTING**

**SESSION 2020/2021 SEMESTER 2**

**SECV2213 - FUNDAMENTAL OF COMPUTER GRAPHICS**

**LAB 1 – CODE & REFLECTION**

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## REFLECTION

I love to do 3D Modelling but I did not yet explore this thing because it a lot of confusing. In previous 2 years I studied Multimedia Computer Graphic and it also a little bit confusing because of my C++ cannot function really well but I can catch up for that.

In Fundamental Multimedia Graphic. I learned how to calculate also how to create a shape like I did and I need to understand a lot of term for me easy to use it during coding.

Coding that I make it about shape, triangle and rectangle. I also learned how to colour it using glColor and when I need to break will begin with glBegin

```
#ifndef __APPLE_CC__
#include <GLUT/glut.h>
#else
#include <GL/glut.h>
#endif

// Clears the current window and draws a triangle.
void display() {

    glClear(GL_COLOR_BUFFER_BIT);

    glBegin(GL_POLYGON); //triangle
    glColor3f(6, 0.1, 5); //purple
    glVertex3f(-0.6, -0.75, 0.5);
    glVertex3f(0.6, -0.75, 0);
    glVertex3f(0, 0.75, 0);
    glEnd();

    glFlush();

    glBegin(GL_QUADS); //rectangle
    glColor3f(0.2, 0.4, 0.1); //green
    glVertex2f(-0.15, -0.9);
    glVertex2f(0.15, -0.9);
    glVertex2f(0.15, -0.5);
    glVertex2f(-0.15, -0.5);

    glEnd();

    glFlush();
}

int main(int argc, char** argv) {

    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);

    glutInitWindowPosition(80, 80);
    glutInitWindowSize(600,400);
    glutCreateWindow("Lab1-Shape");

    glutDisplayFunc(display); //call the function

    glutMainLoop();
}
```

