



PROGRAMA EN OPEN GL UN TRIANGULO CON LIENAS DE 1X1

```
glClearColor (1.0f, 2.0f, 1.0f, 1.f);  
glClear (GL_COLOR_BUFFER_BIT);  
glPushMatrix ();  
glBegin (GL_LINES);  
glColor3f (0.0f, 1.0f, 0.0f);   glVertex2f (.0f, 1.f);  
glColor3f (1.0f, 0.0f, 0.0f);   glVertex2f (1.0f, -1.0f);  
glColor3f (1.0f, 1.0f, 0.0f);   glVertex2f (.0f, 1.f);  
glColor3f (0.0f, 1.0f, 0.5f);   glVertex2f (-1.0f, -1.f);  
glColor3f (0.0f, 1.0f, 0.0f);   glVertex2f (-1.0f, -1.f);  
glColor3f (2.0f, 1.0f, 0.0f);   glVertex2f (.0f, 1.f);  
glEnd ();  
glPopMatrix ();  
  
SwapBuffers (hDC);  
  
theta += 1.0f;  
Sleep (1);
```

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livo: 192

