

Introduction to Computer Graphics

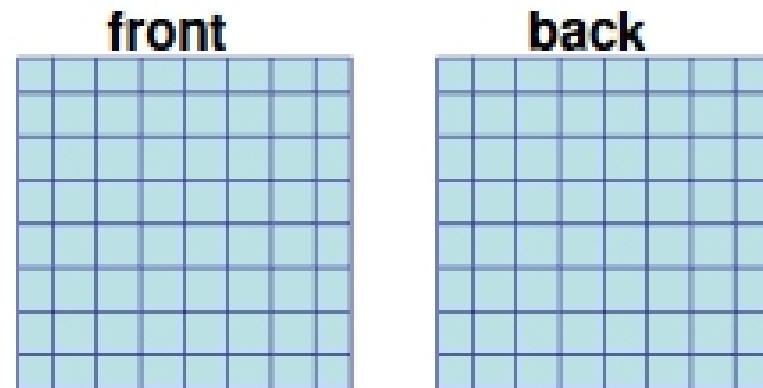
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Lecture 19: Putting it all together

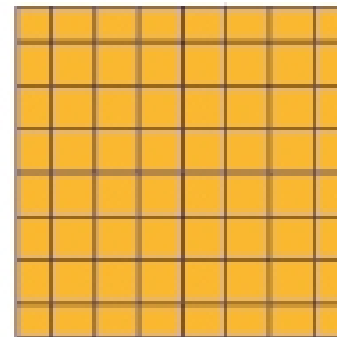
OpenGL: glutInit() to glFlush()

Step 1: Initializing buffers

```
main()
{
    glutInit(&argc, argv);
    glutInitDisplayMode(GLUT_DOUBLE |
        GLUT_RGB | GLUT_DEPTH);
    glutInitWindowSize(800, 800);
    glutCreateWindow("Sample");
    glutDisplayFunc(renderScene);
    glutMainLoop();
}
```



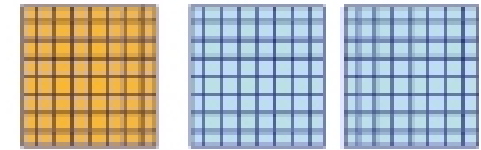
2 (800x800) color buffers



1 (800x800) depth buffer

Step 2: General parameter initialization & Light properties

```
initState() {  
    glClearColor(0.0f,0.0f,0.0f,1.0f);  
    glShadeModel(GL_SMOOTH);  
    glPolygonMode(GL_FRONT_AND_BACK,GL_FILL);  
    glEnable(GL_DEPTH_TEST);  
    glEnable(GL_NORMALIZE);  
  
    GLfloat light_diffuse[]={1.0,1.0,0.50,1.0};  
    GLfloat light_specular[]={1.00,1.00,1.00,1.0};  
    GLfloat light_model_ambient[]={.7,.7,.7,1.0};  
    glLightfv(GL_LIGHT0,GL_DIFFUSE,light_diffuse);  
    glLightfv(GL_LIGHT0,GL_SPECULAR,light_specular);  
    glLightf(GL_LIGHT0,GL_LINEAR_ATTENUATION,0.5f);  
  
}
```



light