

Université L'arbi en mhidi
Faculté des sciences exactes et des sciences de la nature et de la vie
Département d'informatique
Master01 : Vision artificielle
Synthèse d'images

Solution TP 03

Le code correspondant à l'exercice des transformations est le suivant :

```
#include <SDL/SDL.h>
#include <GL/gl.h>
#include <GL/glu.h>
int main(int argc, char *argv[])
{
    SDL_Init(SDL_INIT_VIDEO);
    SDL_WM_SetCaption("Un joli carré", NULL);
    SDL_SetVideoMode(640, 480, 32, SDL_OPENGL);
    bool continuer = true;
    SDL_Event event;
    while (continuer)
    {SDL_Event(&event);
        switch(event.type){
            case SDL_QUIT:
                continuer = false;}

    glClear(GL_COLOR_BUFFER_BIT);
    glMatrixMode( GL_MODELVIEW );
    glLoadIdentity( );
    glPushMatrix();
    glTranslated(-0.5,0,0);
    glRotated(45,0,0,1);
    glBegin(GL_TRIANGLES);
        glColor3ub(255,0,0);   glVertex2d(-0.25,-0.25); glVertex2d(-0.25,0.25);
        glVertex2d(0.25,0.25);

    glEnd();
    glPopMatrix();
    glRotated(45,0,0,1);
    glTranslated(-0.5,0,0);
    glBegin(GL_TRIANGLES);
        glColor3ub(0,0,255);   glVertex2d(-0.25,-0.25); glVertex2d(-0.25,0.25);
        glVertex2d(0.25,0.25);

    glEnd();
    glFlush();
    SDL_GL_SwapBuffers();
}SDL_Quit();
return 0;}
```