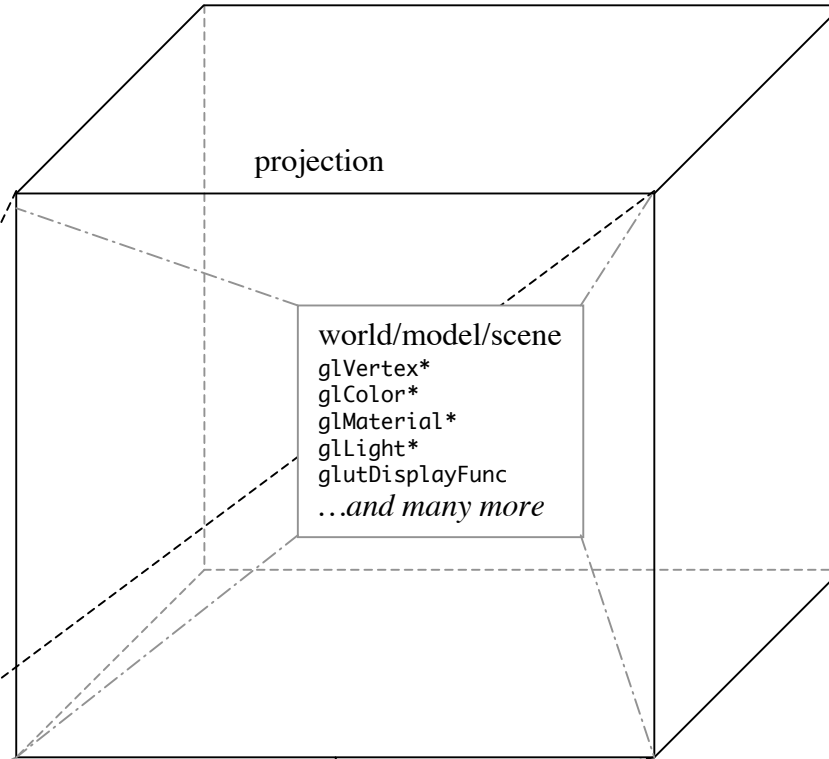


3D Viewing in a Nutshell

fundamentals
glPushMatrix
glPopMatrix
glLoadIdentity
glScale*
glTranslate*
glRotate*
...matrices, matrices, matrices

viewing volume
- orthogonal or frustum
glMatrixMode(GL_PROJECTION)
glOrtho
glFrustum
gluPerspective



world/model/scene
glVertex*
glColor*
glMaterial*
glLight*
glutDisplayFunc
...and many more

viewport
- window, screen, subview
glViewport
glutReshapeFunc

camera/eye
- location, direction, orientation
glMatrixMode(GL_MODELVIEW)
gluLookAt
individual transformations



viewer/user/customer
glutMouseFunc
glutSpecialFunc
glutKeyboardFunc
...and many more