

TRIANGULO EN OPENGL

```
/* OpenGL animation code goes here */

glClearColor (1.0f, 1.0f, 1.0f, 1.0f);
glClear (GL_COLOR_BUFFER_BIT);

glPushMatrix ();

glBegin (GL_TRIANGLES);
glColor3f (0.0f, 0.0f, 0.0f);   glVertex2f (0.0f, 0.10f);
glColor3f (0.0f, 0.0f, 0.0f);   glVertex2f (0.87f, -0.5f);
glColor3f (1.0f, 0.0f, 1.0f);   glVertex2f (-0.87f, -0.5f);
glEnd ();
glPopMatrix ();

SwapBuffers (hDC);

theta += 1.0f;
Sleep (1);
```

