

## Código 7: Carita

```
#include <GL/glut.h>

void display(void)
{
    static GLfloat rojo[] = { 1.0, 0.0, 0.0 };
    static GLfloat verde_obsкуро[] = { 0.0, 0.5, 0.0 };
    static GLfloat carne[] = { 0.8, 0.5, 0.5 };

    glClear(GL_COLOR_BUFFER_BIT);
    glPushMatrix();
        glTranslatef(0.0,0.0,-4.0);

        glPushMatrix();                                /* cara */
            glScalef(0.75,1.0,0.75);
            glColor3fv(carne);
            glutSolidSphere(1.0,50,50);
        glPopMatrix();

        glPushMatrix();                                /* sombrero */
            glTranslatef(0.0,0.5,0.0);
            glRotatef(-90.0,1.0,0.0,0.0);
            glColor3fv(verde_obsкуро);
            glutSolidCone(0.75,1.0,10,10);
        glPopMatrix();

        glPointSize(8.0);
        glColor3f(0.0,0.0,0.0);
        glBegin (GL_POINTS);                            /* ojos */
            glVertex2f(0.2, 0.1);
            glVertex2f(-0.2, 0.1);
        glEnd ();

        glBegin(GL_TRIANGLES);                          /* nariz */
            glVertex2f(0.0, 0.0);
            glVertex2f(-0.1, -0.3);
            glVertex2f(0.1, -0.3);
        glEnd();

        glColor3fv(rojo);
        glLineWidth(3);
        glBegin (GL_LINE_STRIP);                        /* boca */
            glVertex2f(-0.3, -0.6);
            glVertex2f(-0.2, -0.7);
            glVertex2f(0.2, -0.7);
            glVertex2f(0.3, -0.6);

            glEnd ();
        glPopMatrix();
        glFlush();
    }

void reshape(int width, int height)
{
    glClearColor(1.0,1.0,1.0,1.0);
    glMatrixMode(GL_PROJECTION);
    glLoadIdentity();
    gluPerspective(45, (float)width/height, 3.0, 7.0);
    glMatrixMode(GL_MODELVIEW);
    glLoadIdentity();
}

int main(int argc, char** argv)
{
    glutInitDisplayMode(GLUT_RGB|GLUT_SINGLE);
    glutInitWindowPosition(50, 50);
    glutInitWindowSize(640, 480);
    glutInit(&argc, argv);
    glutCreateWindow("Carita");
    glutDisplayFunc(display);
    glutReshapeFunc(reshape);
    glutMainLoop();
    return 0;
}
```

