

# Triangle coloré

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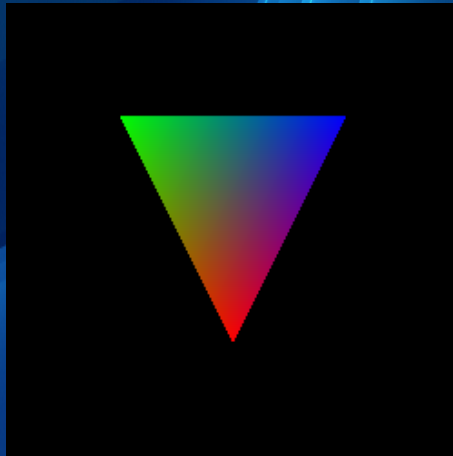
## 1 Presentation

This demo presents how to use the GLut library to easily set up a program framework in order to do some "Open GL rendering". Even if it is a very simple rendering (only one triangle in a black window), it has some neat features :

- it runs the same on every OS glut is supported,
- it opens a window in a *very* simple way,
- we don't have to care about when the triangle should be redrawn,
- plop

## 2 Intention

As we only want to set up a framework, this demonstration isn't spectacular at all. We only want to display a colored triangle as shown in the next figure. The triangle will resize with the application window.



plop

### 3 First page after the imported pages of the external document