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on Onyx Boox Note Air E Ink eReader OpenGL(rotate,circle)
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Hill & Kelley, Computer Graphics Using OpenGL, 3rd Edition

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Drawing 3D Shapes in OpenGL (6) • To draw the tapered cylinder in OpenGL, you must 1) define a new quadric object, 2) set the drawing style (GLU_LINE: wireframe, GLU_FILL: solid), and 3) draw the object: GLUquadricObj * qobj = gluNewQuadric (); // make a quadric object gluQuadricDrawStyle (qobj,GLU_LINE); // set style to wireframe gluCylinder (qobj, baseRad, topRad, nSlices, nStacks); // draw the cylinder

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Interactive Computer Graphics: A Top-Down Approach Using OpenGL by Edward Angel. 3rd edition, Addison-Wesley, 2002. Hardcover 719 pages, with CD-ROM. ISBN 0-201-77343-0. Publisher's information. Note: the 3rd edition has new material not in the 2nd edition (used in Spring 2002). Textbook (optional) OpenGL Programming Guide.

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