

OpenGL Cheat Sheet - The Basics

Transformations:

General:

glPushMatrix
glPopMatrix
glLoadIdentity
glMatrixMode

ModelView:

glTranslate
glRotate
glScale

View:

gluLookAt

Projection:

gluPerspective
glOrtho

Window View:

glViewport

Rendering State:

glEnable
glDisable

glPointSize
glLineWidth

Querying State:

glGet

Useful State:

GL_BLEND
GL_DEPTH_TEST
GL_ALPHA_TEST

GL_LIGHTING
GL_LIGHTI

Drawing:

glClear

glBegin
glEnd

glVertex
glNormal
glTexCoord
glColor

glBlendFunc
glDepthFunc
glAlphaFunc

Lighting/Material:

glLight
glMaterial

Primitives:

GL_POINTS
GL_LINES
GL_LINE_STRIP
GL_LINE_LOOP
GL_TRIANGLES
GL_TRIANGLE_STRIP
GL_TRIANGLE_FAN
GL_QUADS
GL_QUAD_STRIP
GL_POLYGON