

CSCI-4962: Three-Dimensional Computer Graphics
Class 6: September 16, 2002
Projections, and Clipping

Today's Class

1. Perspective transformation matrix in `glFrustum` (see derivation in text)
2. Classes of parallel and perspective projections
3. Line clipping and polygon clipping
4. 3D clipping

Reading

Chapters 5.1, 5.9, and 8.3–8.7 of the Angel textbook.

Activity

Try Nate Robins' OpenGL *Projection* tutorial.

Next Class

Quaternions for 3D rotations.