

CSCI-4967: Three-Dimensional Computer Graphics
Class 6: September 20, 2004
Projections, and Clipping

Today's Class

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

Reading

Chapters 6.5–6.8 and 7.5–7.13 of Hearn and Baker.

Activity

Try Nate Robins' OpenGL *Projection* tutorial.

HW 2 will be due on September 27. It will be posted on the course web page later today.

Next Class

3D rotation representations, including quaternions.