Computer Graphics

CSC 418/2504
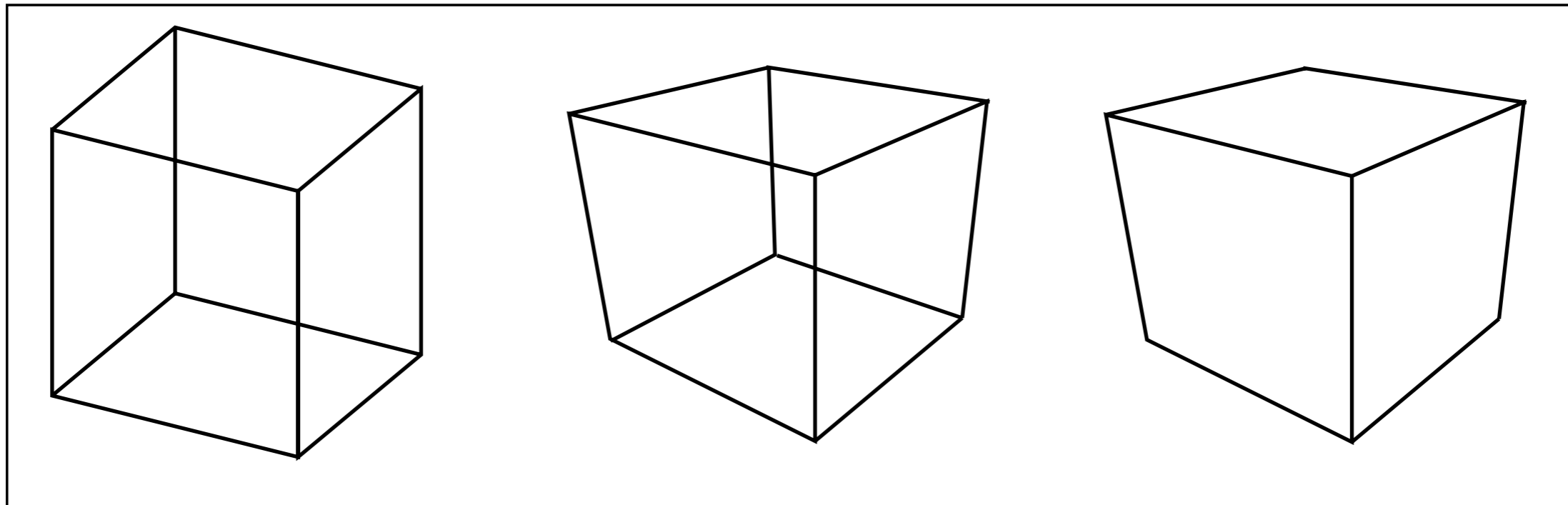
Patricio Simari

October 12, 2011

Topics

- Orthographic and perspective transformation/projection

Orthographic vs perspective
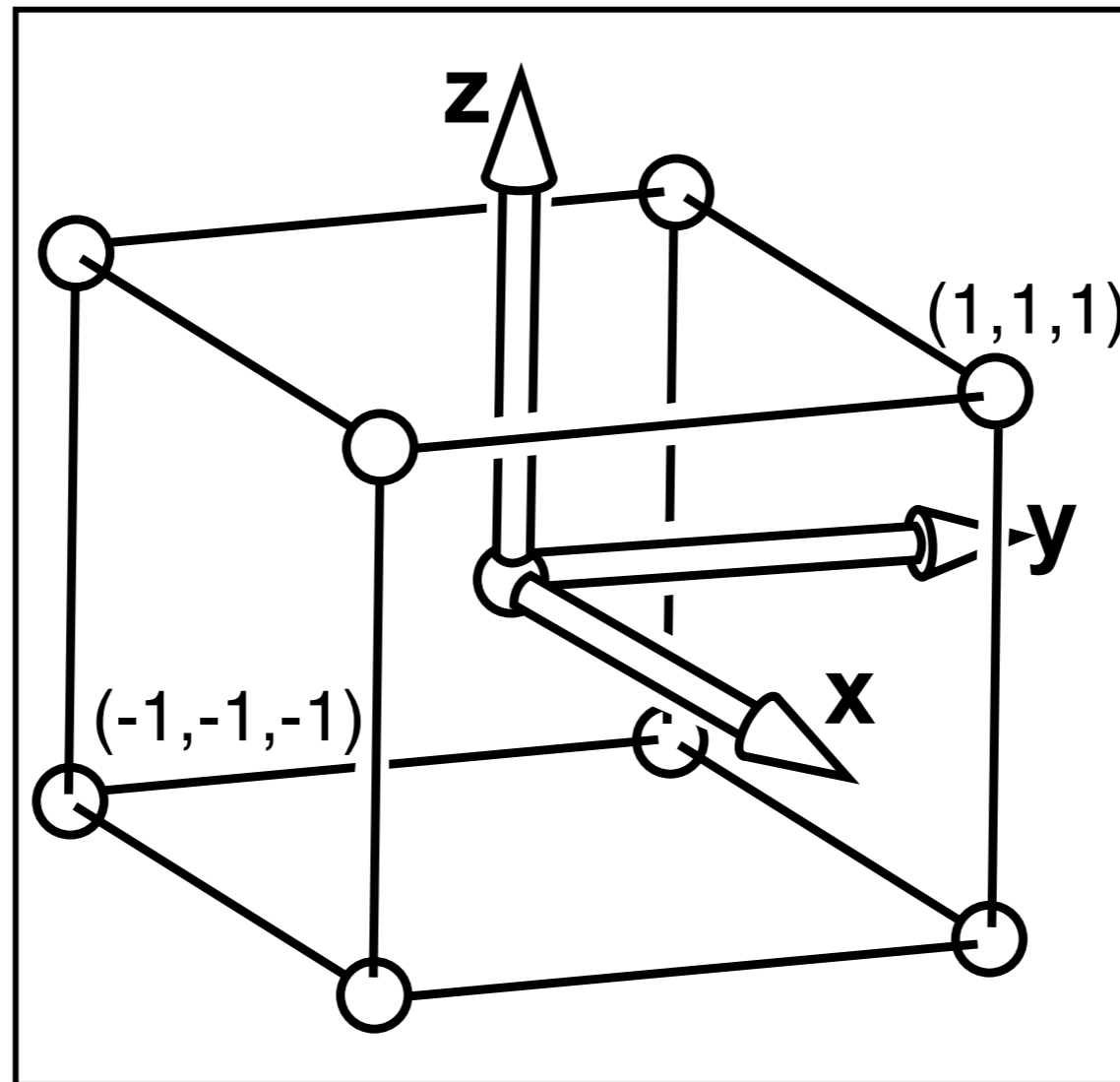

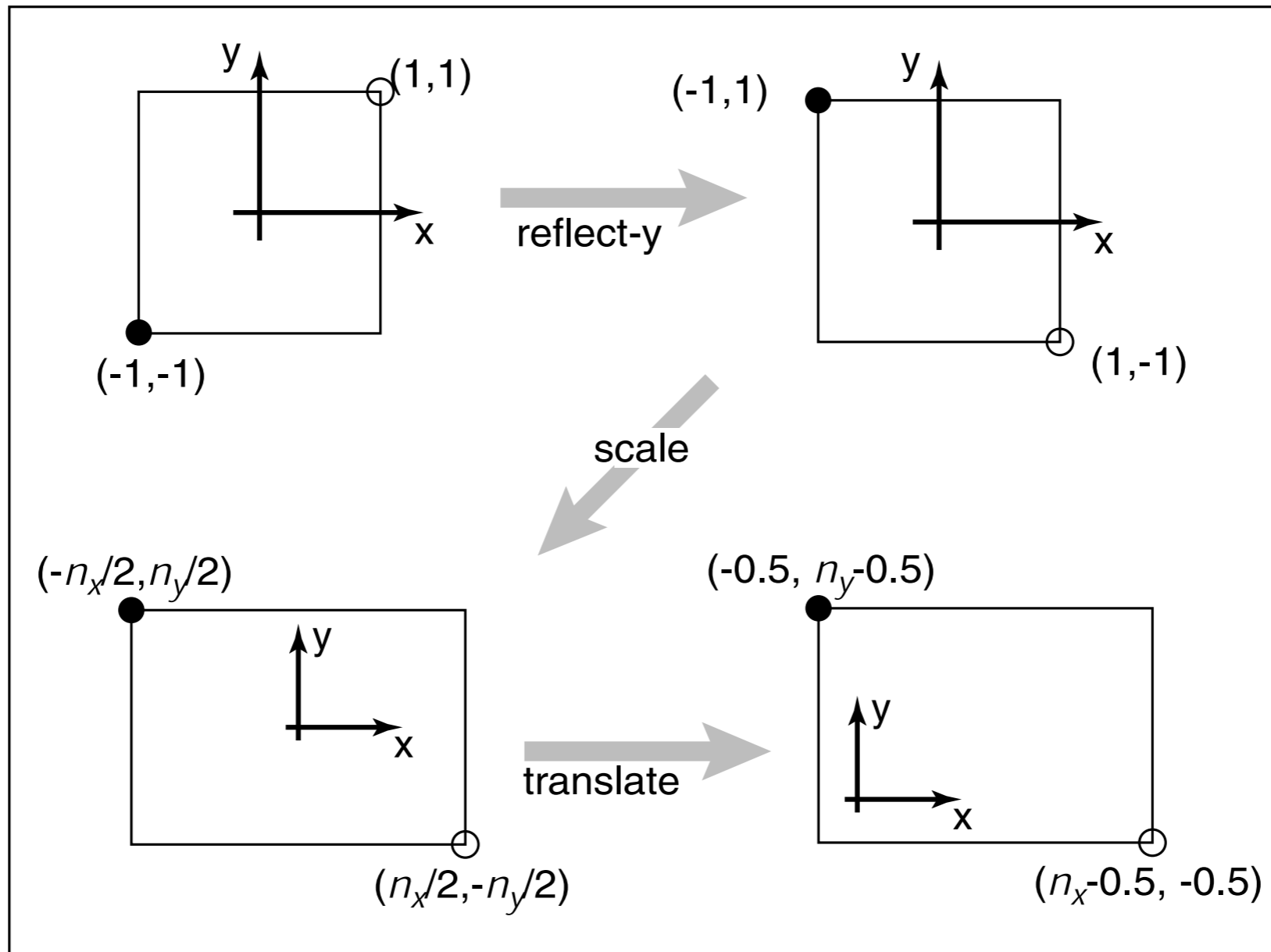Orthographic   Perspective   Perspective
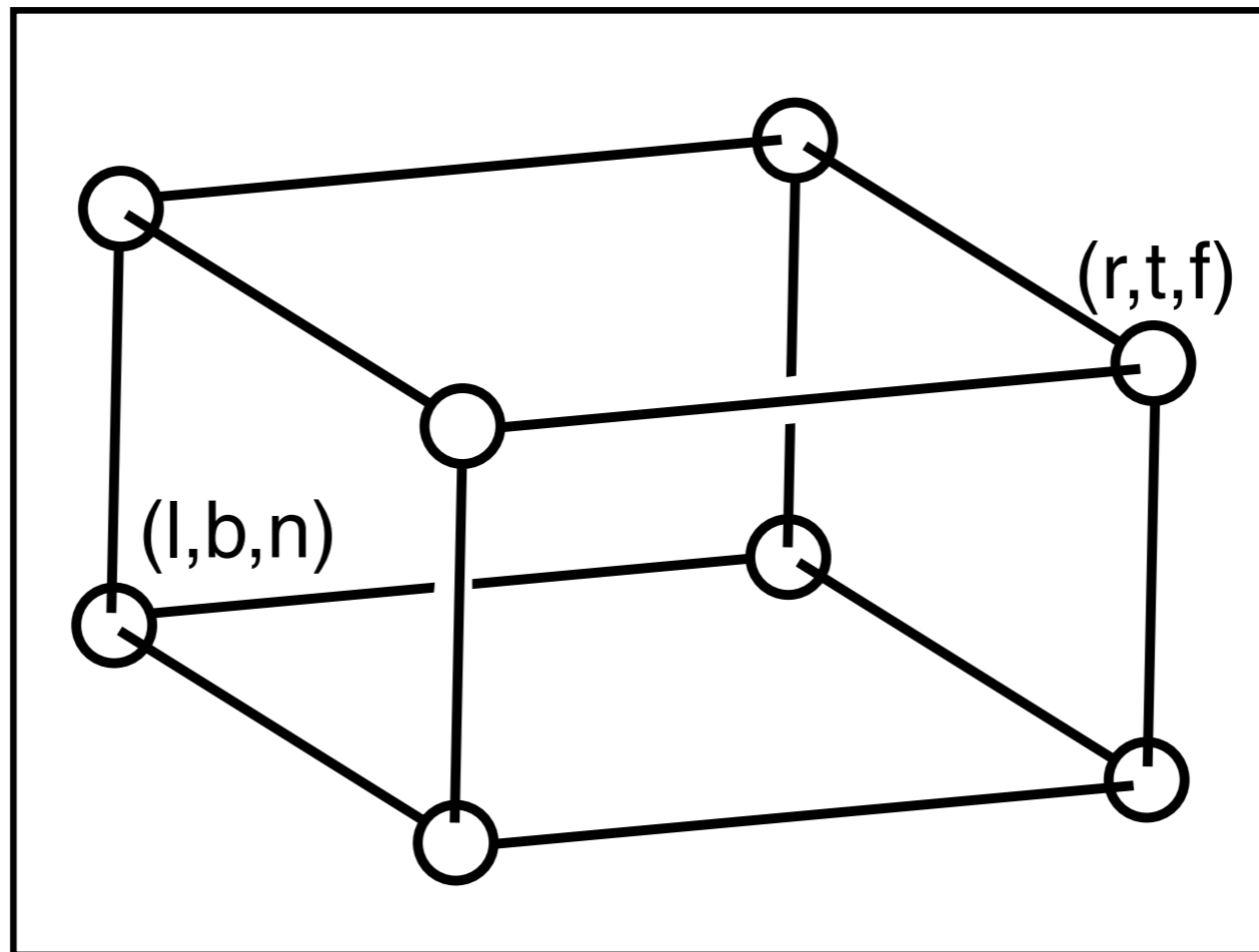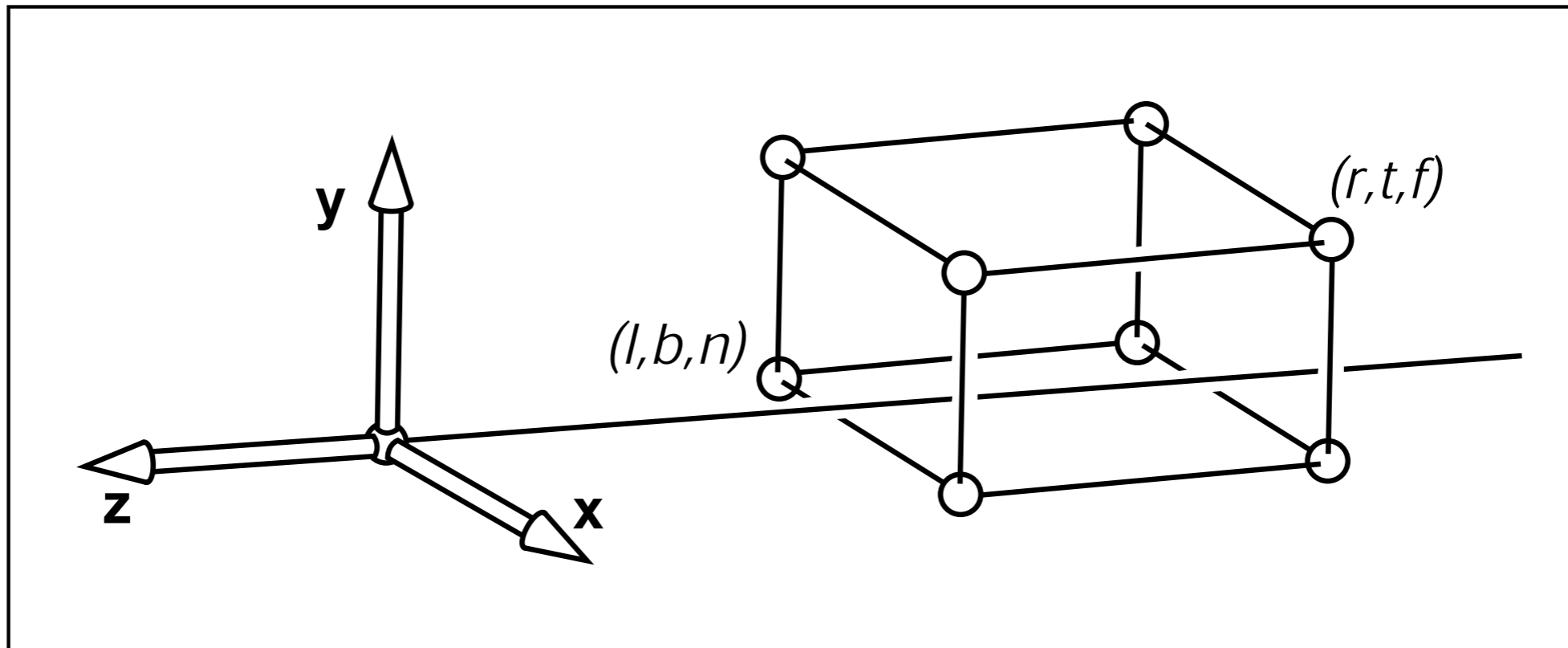   (hidden lines removed)
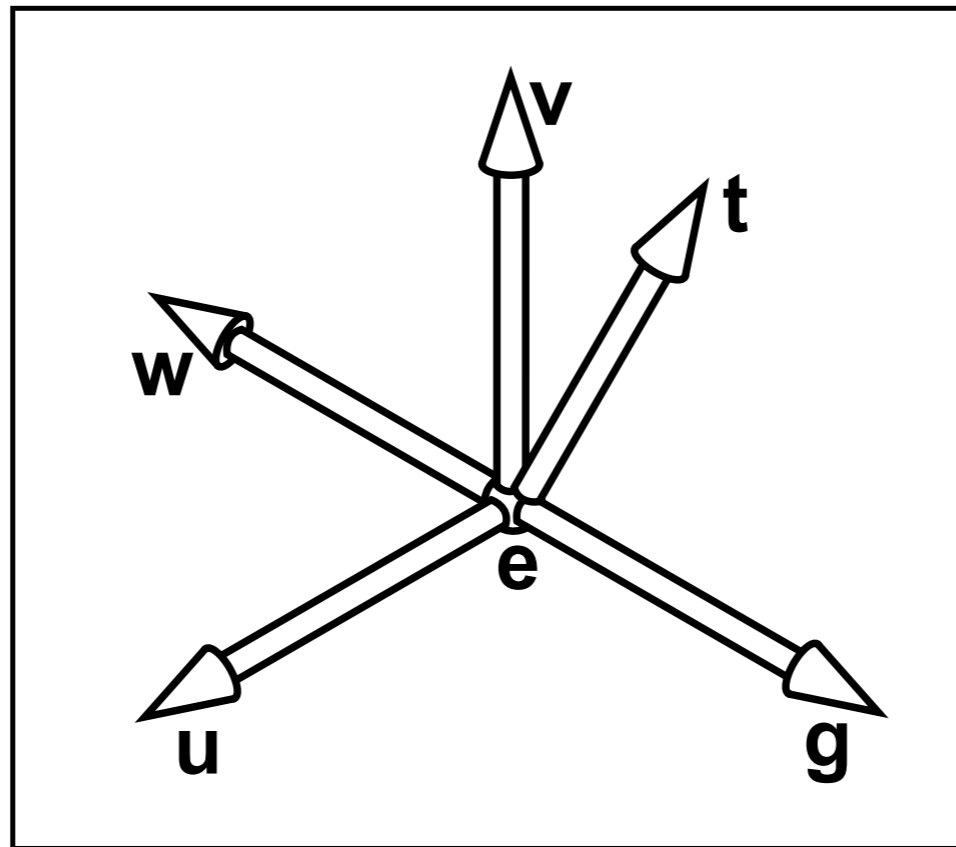
Canonical view volume
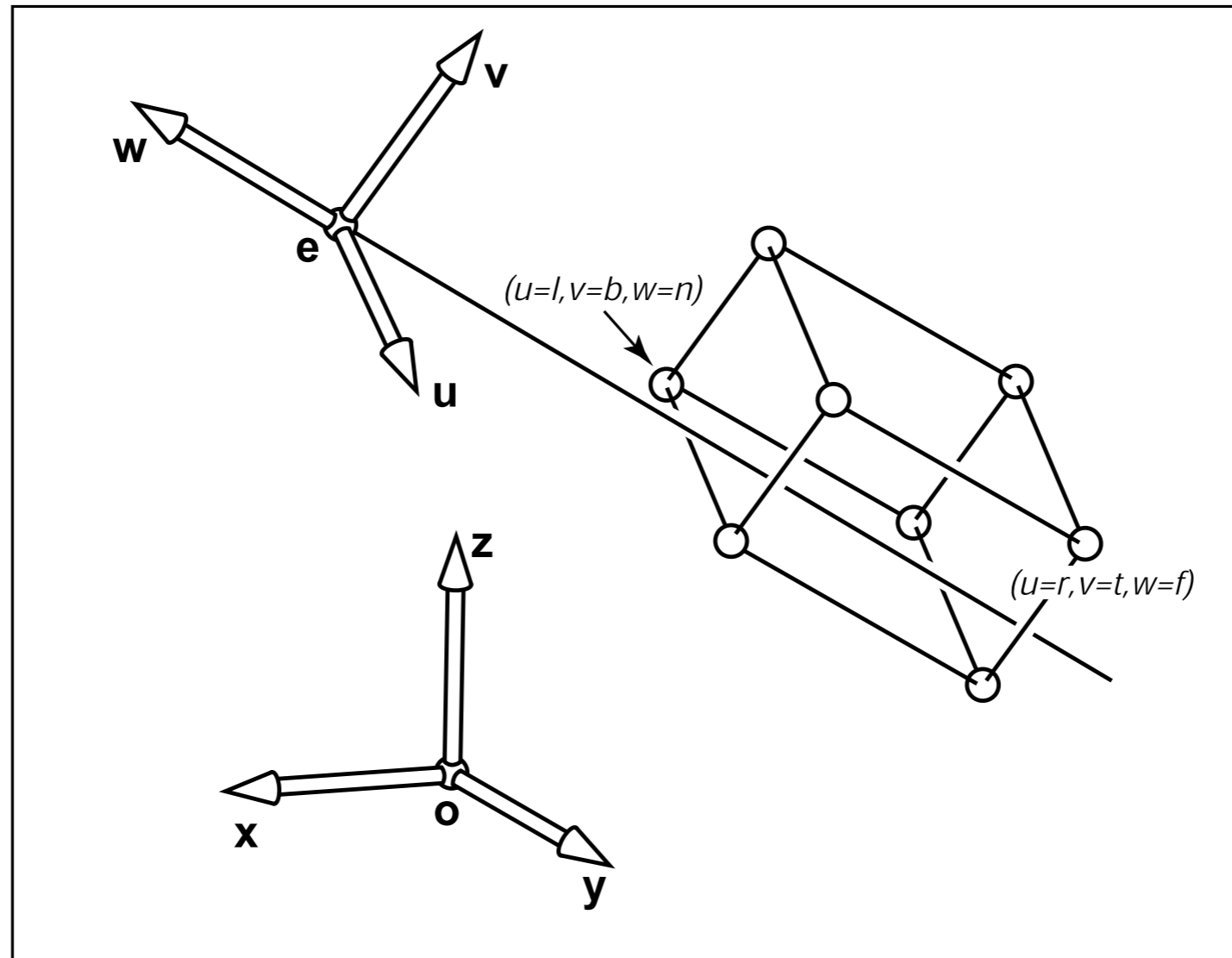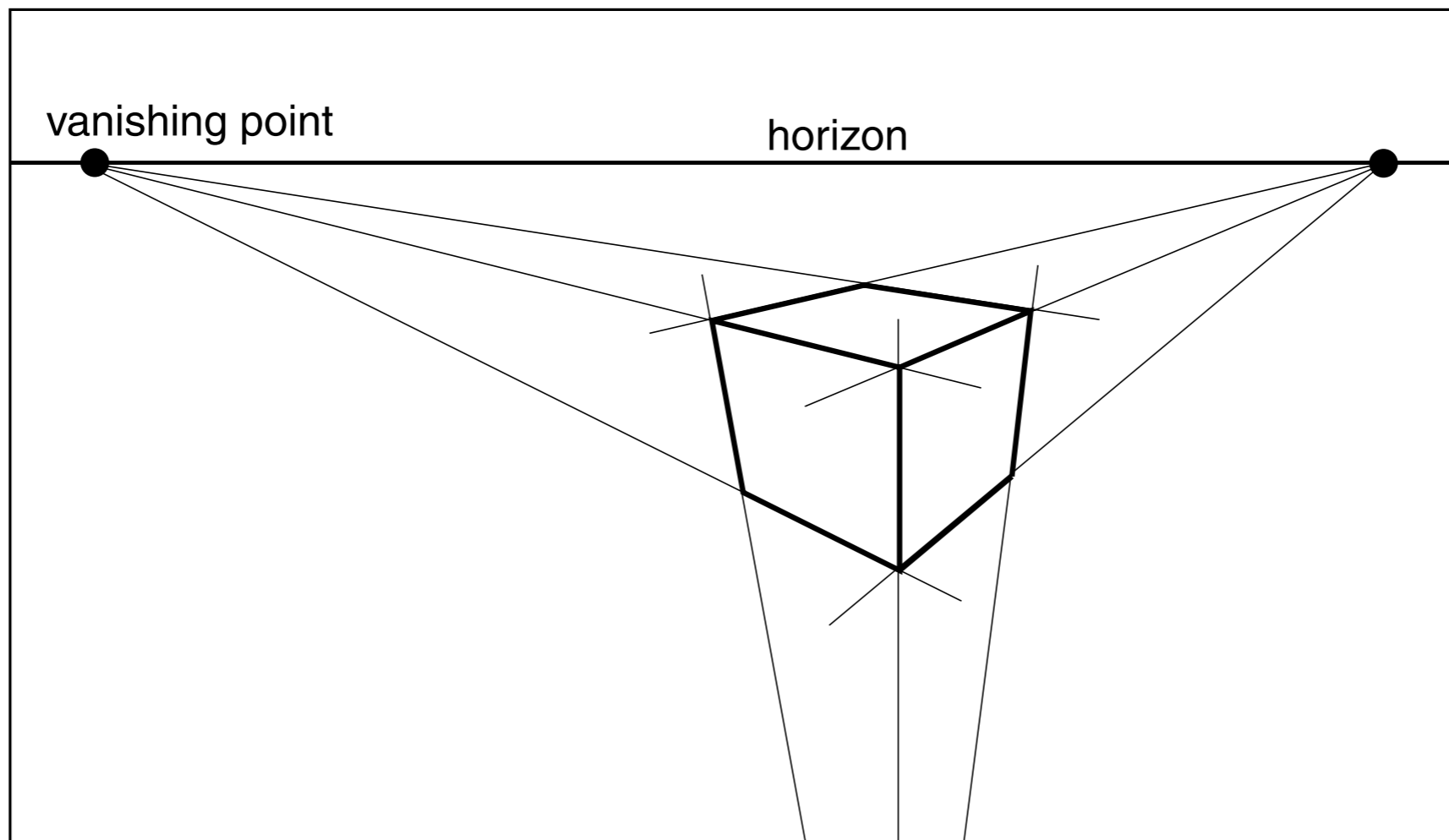
Screen space

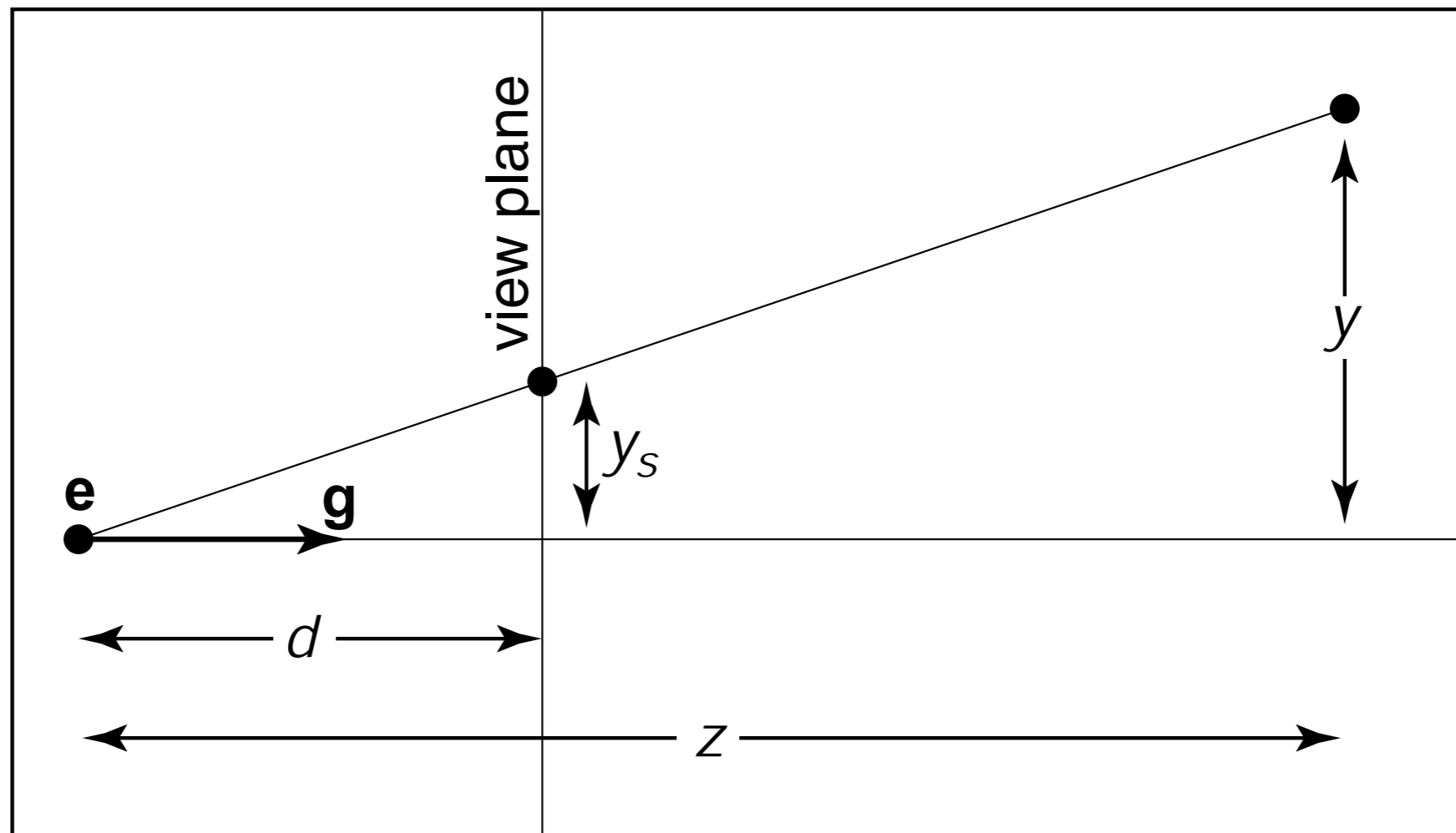# Orthographic view volume

Orthographic view volume

Camera space basis

Camera view volume
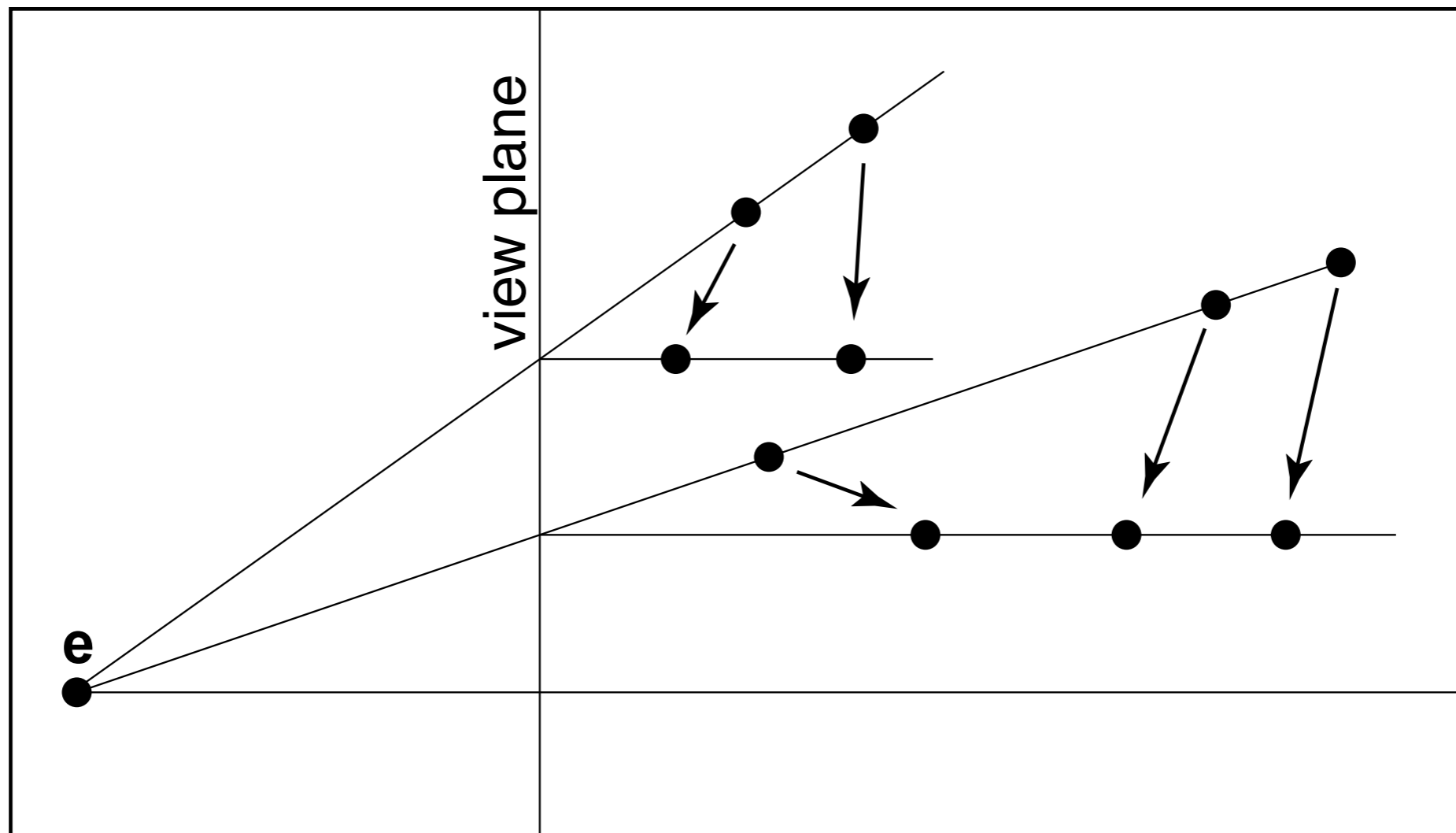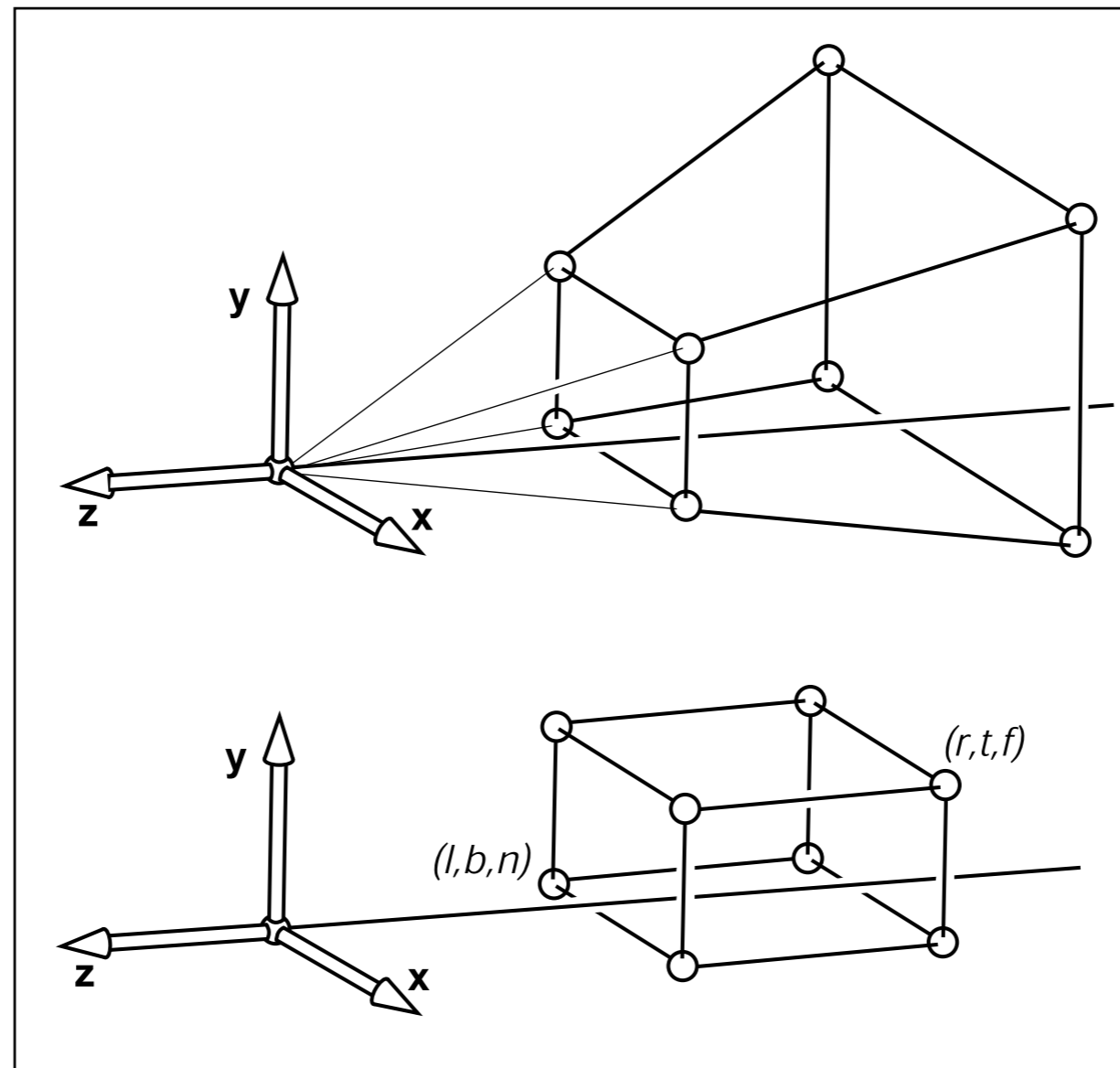
Vanishing points

vanishing point   horizon   vanishing point
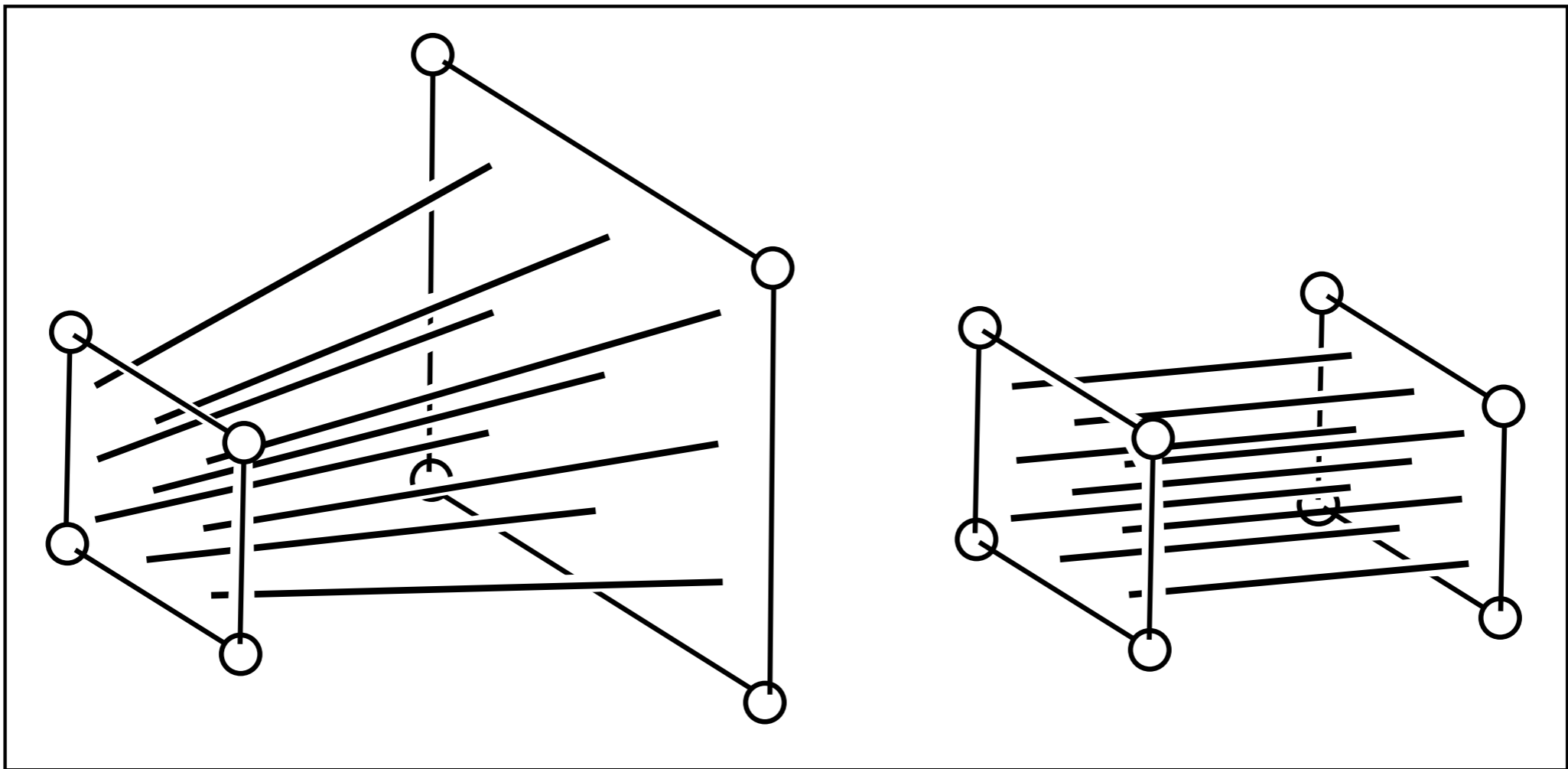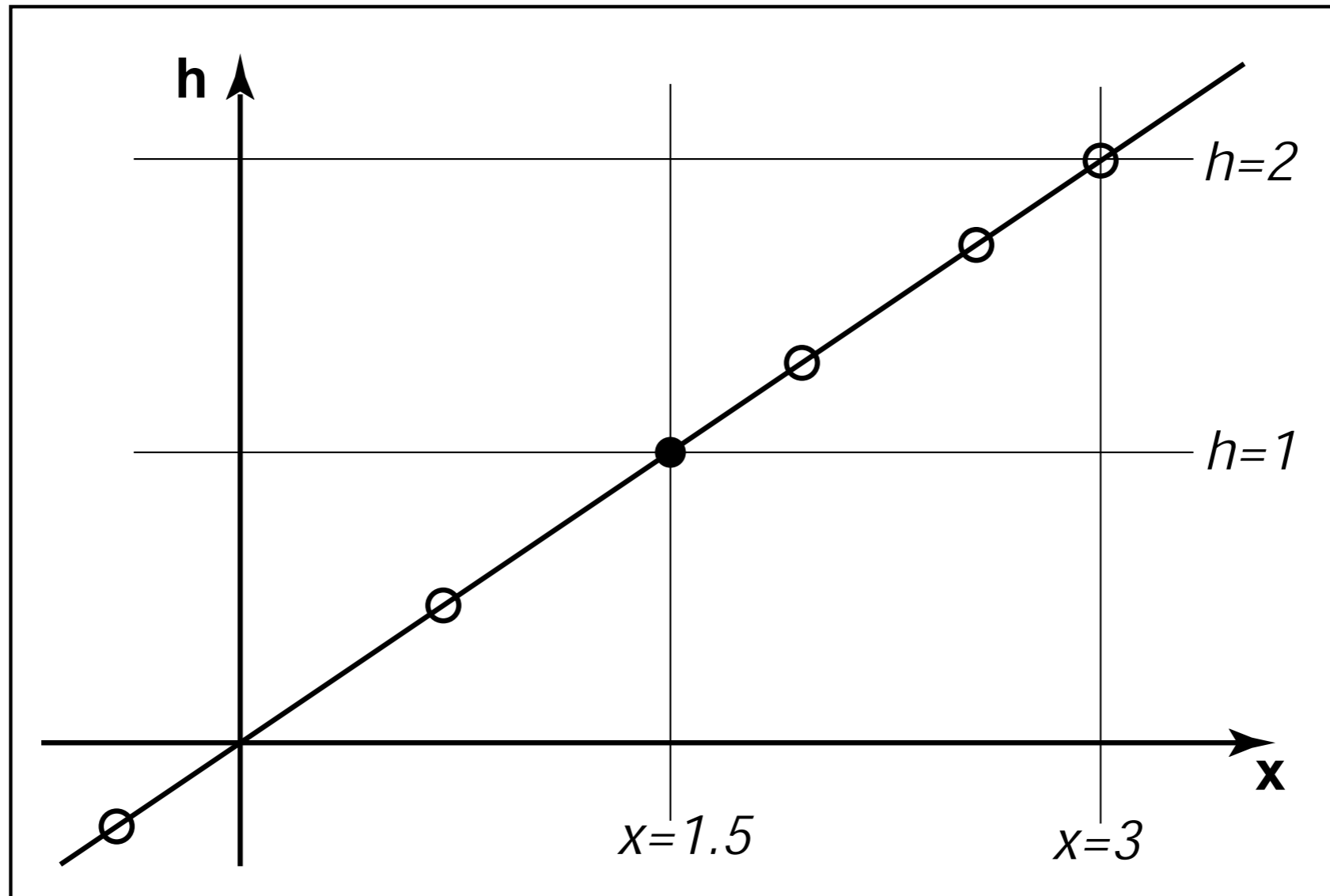
Perspective projection

Perspective projection

Perspective projection

Perspective projection

Homogeneous values

Field of view