Scene Graph Example

World

Obj 1

Ex: What is the complete xform to position the front wheel?

Ex: 2

Model: 1
Pose: T(3, 0.5)
Scale: S(2, 1.5)

Ex: 3

Model: 2
Pose: T(0.5, 0)
Scale: S(0.5, 0.5)

Ex: 4

Model: 2
Pose: T(1.5, 0)
Scale: S(0.5, 0.5)

Useful to separate scale that
simply determines shape of object
- this part isn't passed to children
(could have a scale that resides entire
truck. That would be passed along)

Front Box
Model: 1
Pose: T(2, 0)
Scale: Iz

Back Wheel
Model: 2
Pose: T(0.5, 0)
Scale: S(0.5, 0.5)

Middle Wheel
Model: 2
Pose: T(1.5, 0)
Scale: S(0.5, 0.5)

Front Wheel
Model: 2
Pose: T(0.5, 0)
Scale: S(0.5, 0.5)

get P(): /Traversal

if has parent(this):
parent.get P() * P
else
P

Full Transform = this.get P() * this.S