Announcements

• HW3 is out; Canvas is set up with everything that's left

• "Midterm" exam is out two weeks from today
  • Takehome; 20% of your grade, inspired by HW
  • Upshot: if you got HW problems wrong, make sure you know how to get them right. You have 2 weeks, so now's the time to start reviewing.
  • Aiming for quick grading turnaround on HW2 and HW3

• Final project proposals are due two weeks from today
  • Details out on Canvas
Object Order Rendering
Object Order Rendering: The Secret Sauce
Viewing Transformations

A standard sequence of transforms to go from object (model) space to screen (image) space

see notes
Viewing Transformations

A standard sequence of transforms to go from object (model) space to screen (image) space.
A Wireframe Rendering Algorithm
Viewing Transformations: Minimalist Edition

Let's do nothing and see how this works out...
Viewing Transformations: Minimalist Edition

Task 1: Find a **viewport transformation** that puts the cube in the center of the image.
Viewing Transformations: Minimalist Edition

Task 2: Build a **model transformation** that centers a 40x40 cube at x=0, y=1, z=-4, rotated 30 degrees around the **y** axis.