Scene Graph Example

Shape: What shape should the object be? Not inherited
Pose: Where should the object be placed? Inherited from parent

Exercise 1
Object: 1
Pose: T(3,0,0.5)
Shape: S(2,1,5)

Object: 2
Pose: T(0.5)
Shape: S(0.5,0.5)

Exercise 2
Object: 1
Pose: T(0.5,0.5)
Shape: I2x1

Object: 1
Pose: T(0.5,0.5) R(45) T(-0.5,-0.5)
Shape: S(1,0.25)

Exercise 3?

get_pose(Node n):
if n.hasParent:
    return n.P * get_pose(n.parent)
else:
    return n.P

get_T(n):
return get_pose(n) • n.S