University of British Columbia

CPSC 414 Computer Graphics

Projections

Fri 19 Oct 2003

• recap: viewing

• projections

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Project 1 Questions

• how far back is camera?
  – 5 units
• what to use for unit sphere/cube?
  – whatever you find convenient
    • centered at origin, cube and sphere sizes similar
  – glutSolidSphere, glutSolidCube fine
  – sphere: radius 1
  – cube: = {x,y,z} = +/- 1
    • edge length 1

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Project 1 Questions

• linear interpolation?
  – just interpolate rot/trans/scale parameters
  – do not interpolate matrices!

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