



# Clipping & Scan Conversion

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CSE167: Computer Graphics

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# Project 2

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- Render a 3D hand (made up of individual boxes) using hierarchical transformations (push/pop)
  - The hand should perform some simple motion, such as opening and closing the fingers
  - Enable some basic lighting
  - Use object oriented classes for:
    - Model (like project 1)
    - Hand (& Finger if you want)
    - Camera
    - Light
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# Triangle Rendering

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- The main stages in the *traditional graphics pipeline* are:
    - Transform
    - Lighting
    - Clipping / Culling
    - Scan Conversion
    - Pixel Rendering
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