



Clipping & Scan Conversion

CSE167: Computer Graphics

Instructor: Steve Rotenberg

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Project 2

- 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

Example: Yaw

- A spaceship is floating out in space, with a matrix \mathbf{W} . The pilot wants to turn the ship 10 degrees to the left (yaw). Show how to modify \mathbf{W} to achieve this.