

Introduction to Computer Graphics

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Lecture 12: Rendering in Open GL

Outline

- Scene Setup
- Modeling transformations
- View setup
- Projections
- Scale to Screen (to pixels)
- Cross product
- Drawing surfaces

Scene Setup

- **Model transformation**
 - Arrange objects within viewing volume
- **Viewing transformation**
 - Camera position
 - Viewing direction
 - View-up vector
- **Projection**
 - Choose shape of viewing volume
- **Viewport transformation**
 - Project to display coordinates

