



# Clipping & Scan Conversion

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CSE167: Computer Graphics

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UCSD, Fall 2005

# 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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# Example: Yaw

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