



Homogeneous Transformations

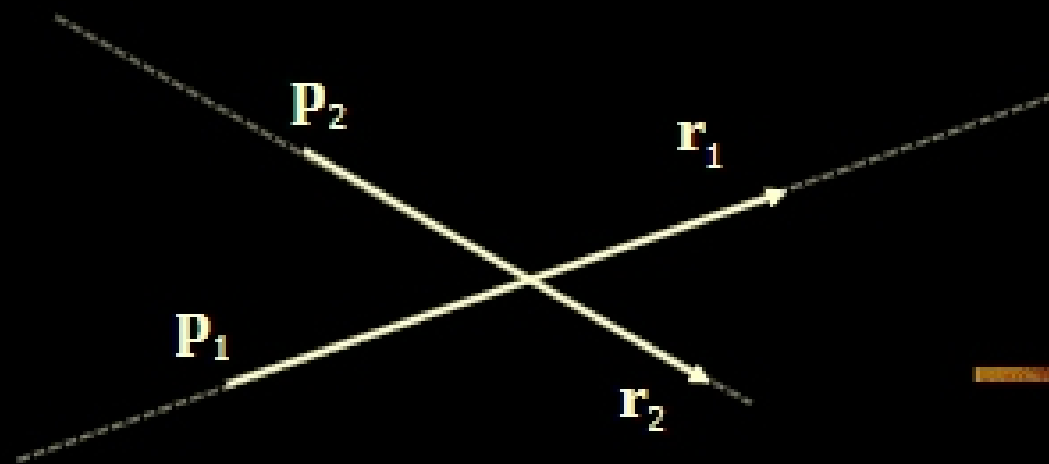
CSE167: Computer Graphics

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Example: Distance Between Lines

- We have two non-intersecting 3D lines in space
- Line 1 is defined by a point p_1 on the line and a ray r_1 in the direction of the line, and line 2 is defined by p_2 and r_2
- Find the closest distance between the two lines



Example: Distance Between Lines

- We want to find the length of the vector between the two points projected onto the axis perpendicular to the two lines

