

#3: Hierarchical Transforms. Geometric Calculations

CSE167: Computer Graphics

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Outline for Today:

- *Hierarchical Transforms*
- Geometric Calculations

Object and World Coordinates

- In project1, constructed matrix to transform points of cube
 - Cube defined using $(-1,1,1)$, ...
 - Transformed each point to final position

QuickTime™ and a
TIFF (LZW) decompressor
are needed to see this picture.