

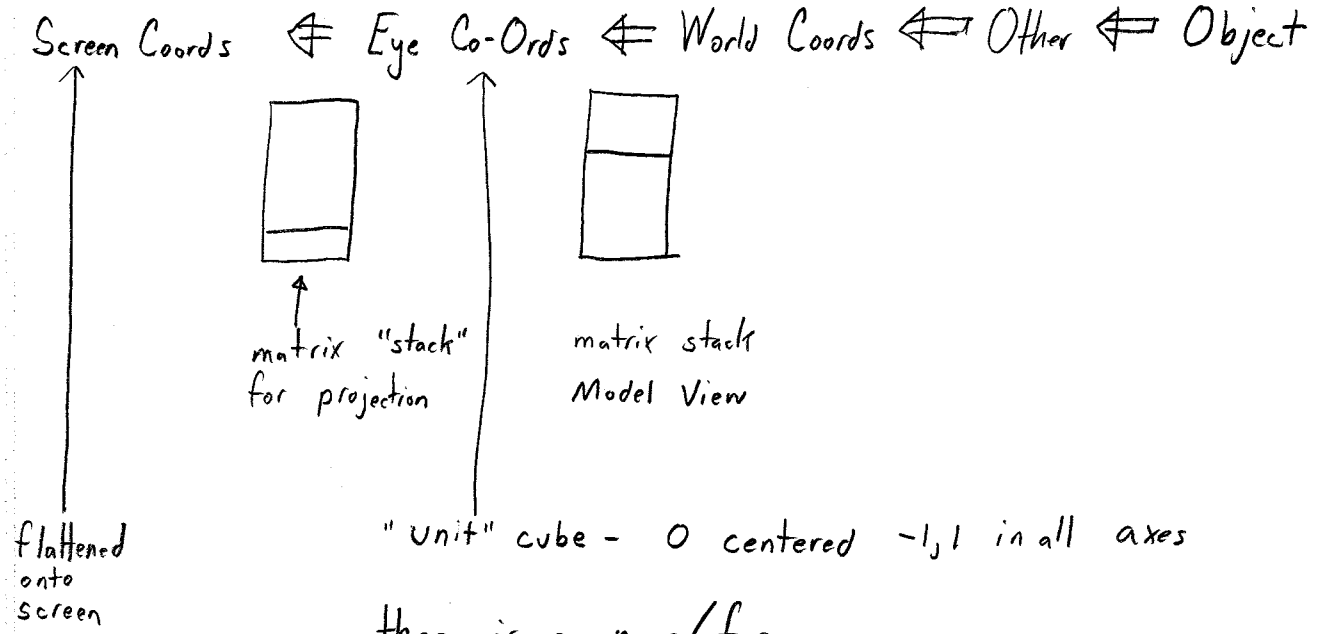
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## WEEK TOPICS

- ① Meaning of Matrices
- ② LOCAL vs. GLOBAL HIERARCHIES
  
- ③ 3D rotations  
Euler angles  
ROTATION VECTORS
  
- ④ VIEWING  
Projections  
Canonical View Volume  
Perspective  
Near / Far
  
- ⑤ VISIBILITY  
Painter's Alg / B-Sp Tree \*— maybe skip  
Z-Buffer

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# Open GL Coordinate Systems



"Unit" cube - 0 centered -1,1 in all axes

there is a near/far  
things outside the box get "clipped"