

CSC 240

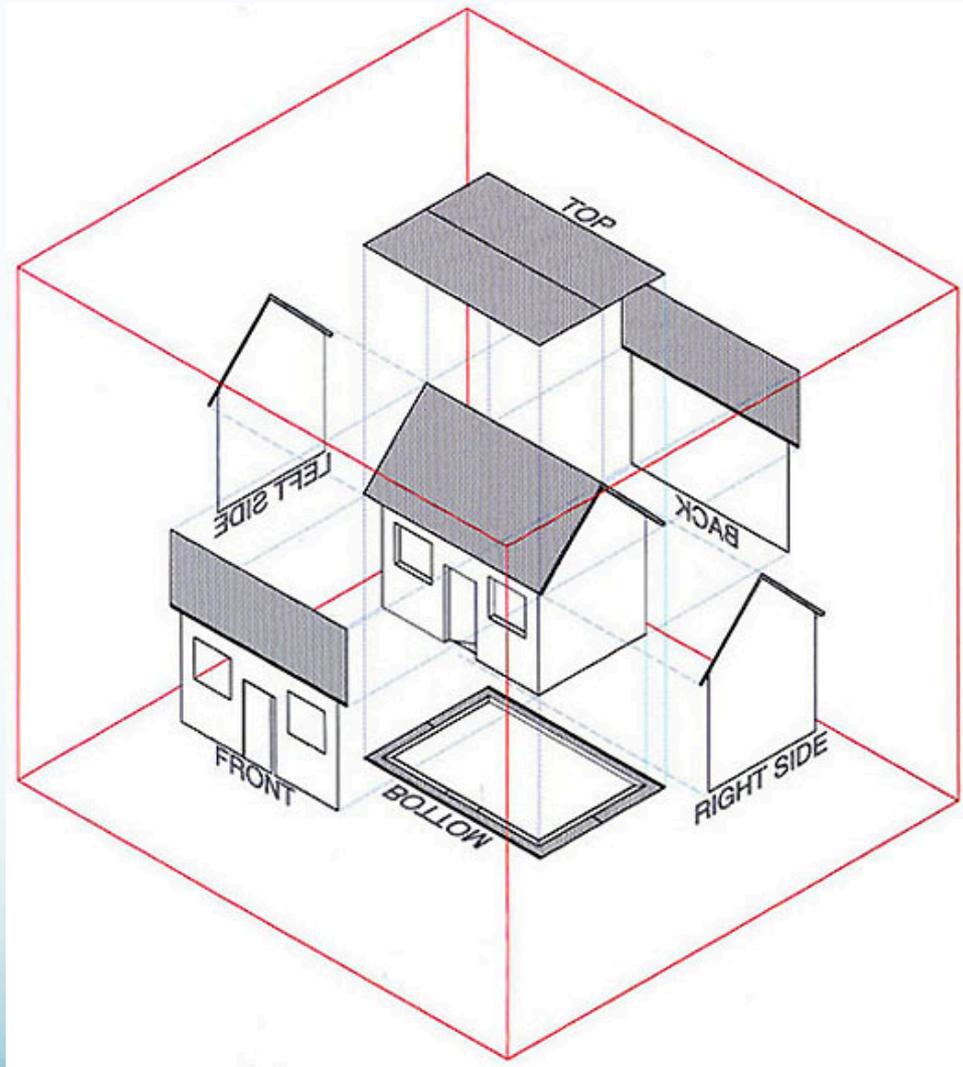
Computer Graphics

Fall 2015
Smith College

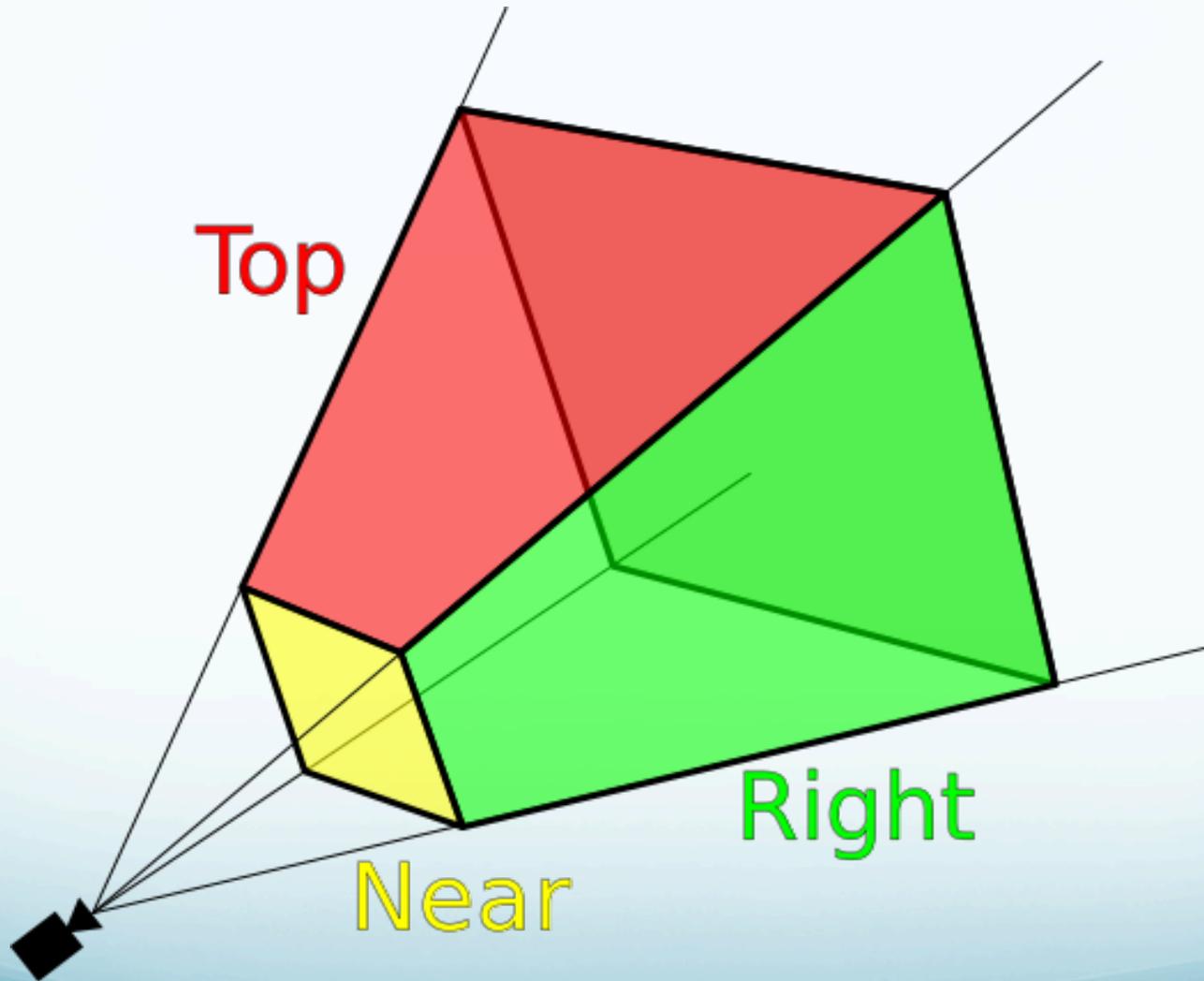
Outline: 10/19

- Begin 3D and perspective
- Finish up curves
- Lab for HW 5

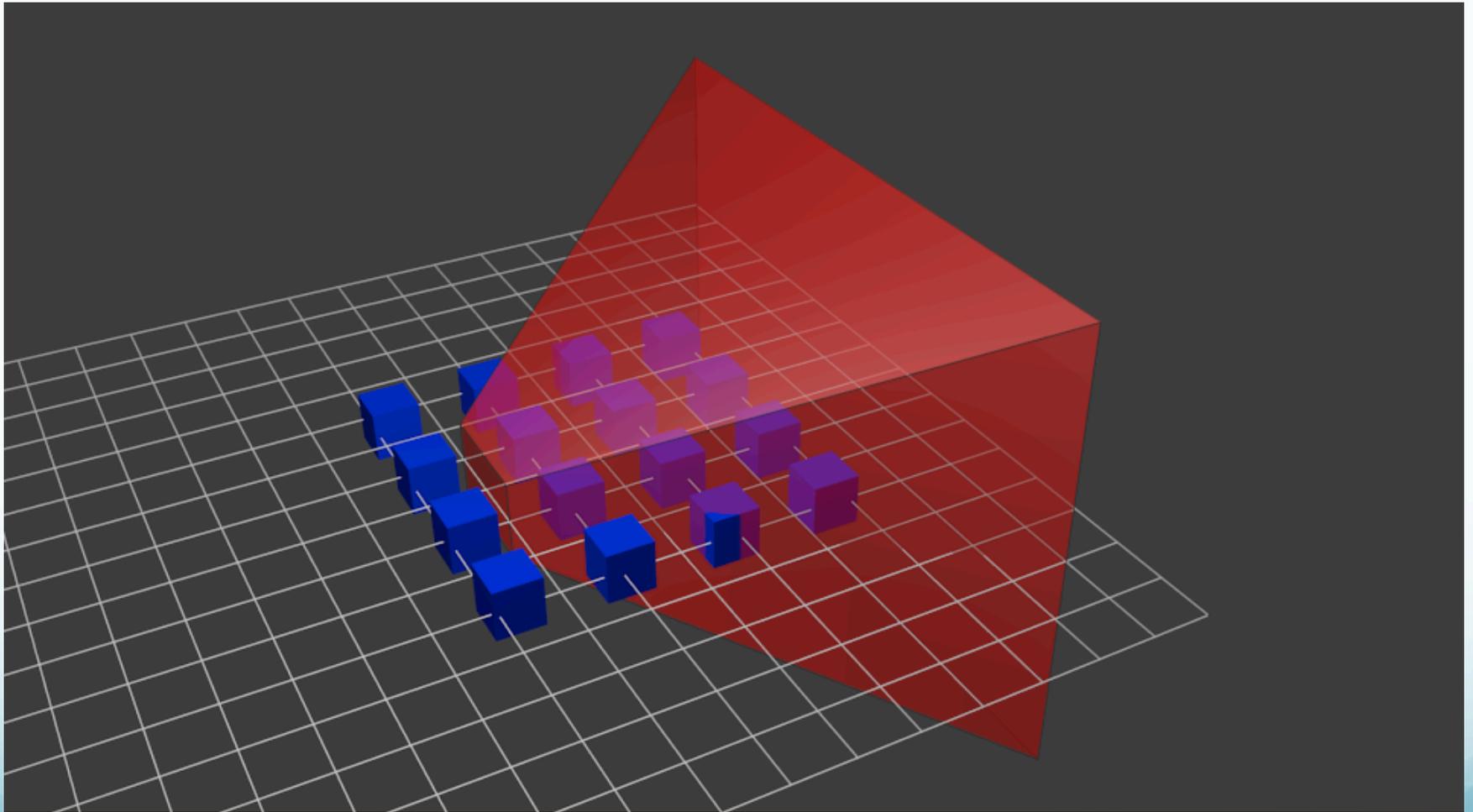
Orthographic Projection



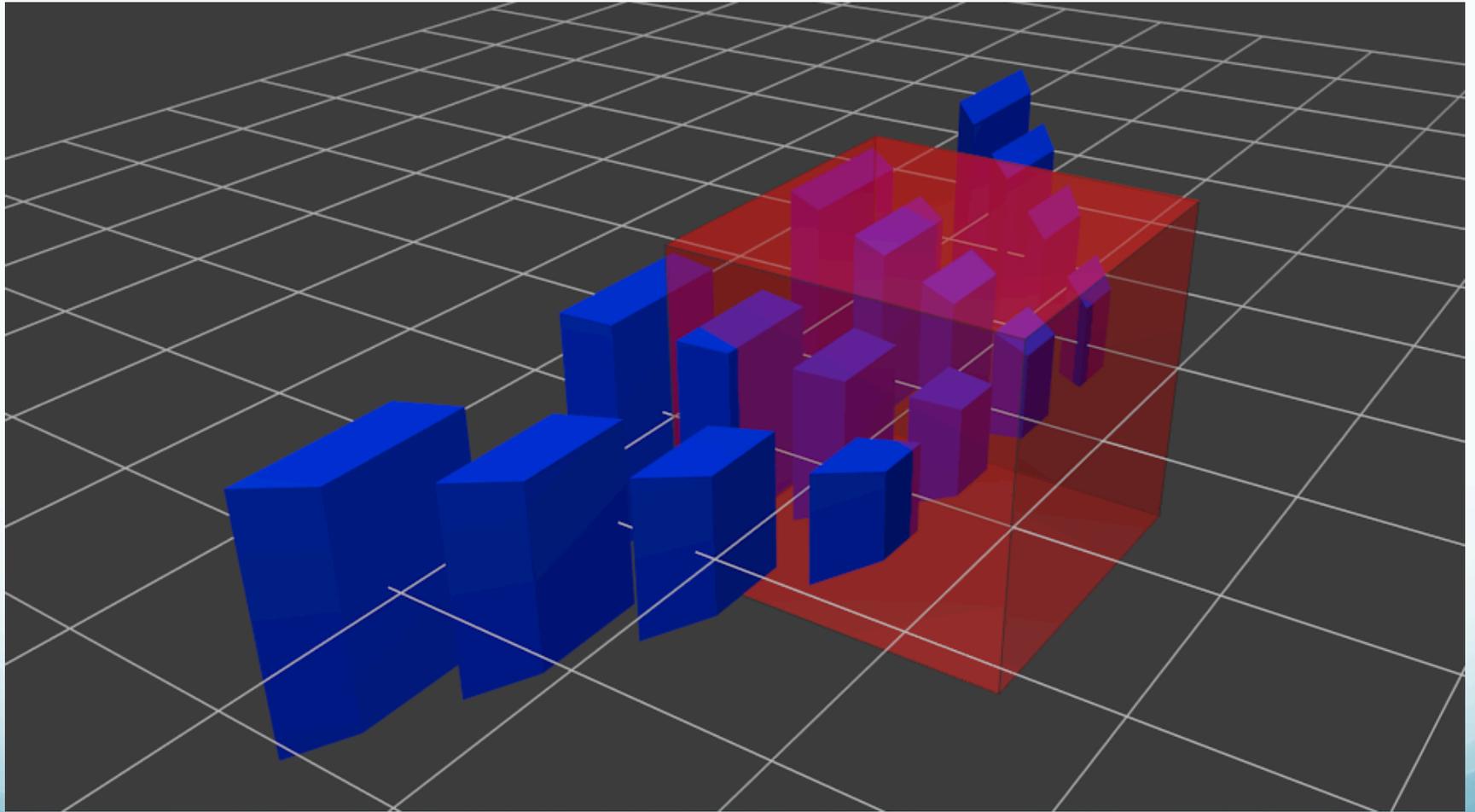
Perspective Projection: Frustum



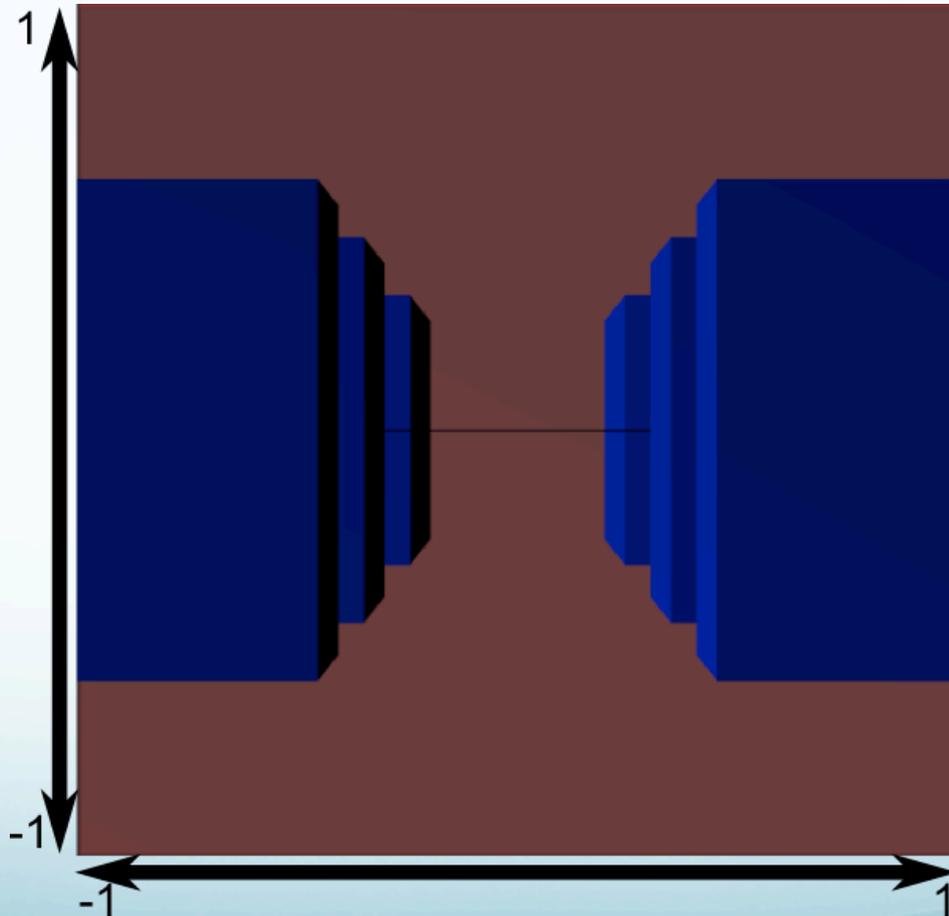
Perspective Projection: Frustum



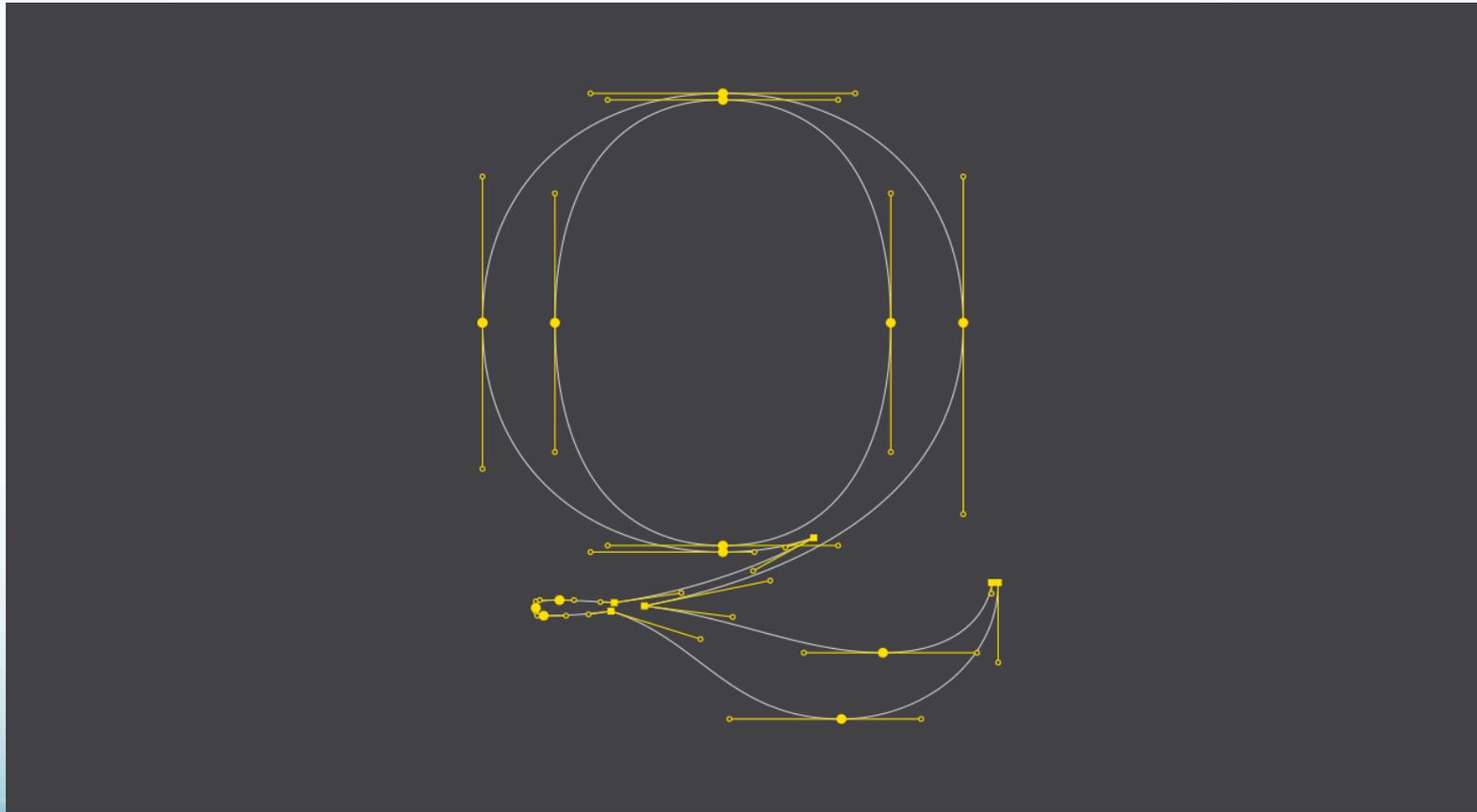
Perspective Projection: Frustum



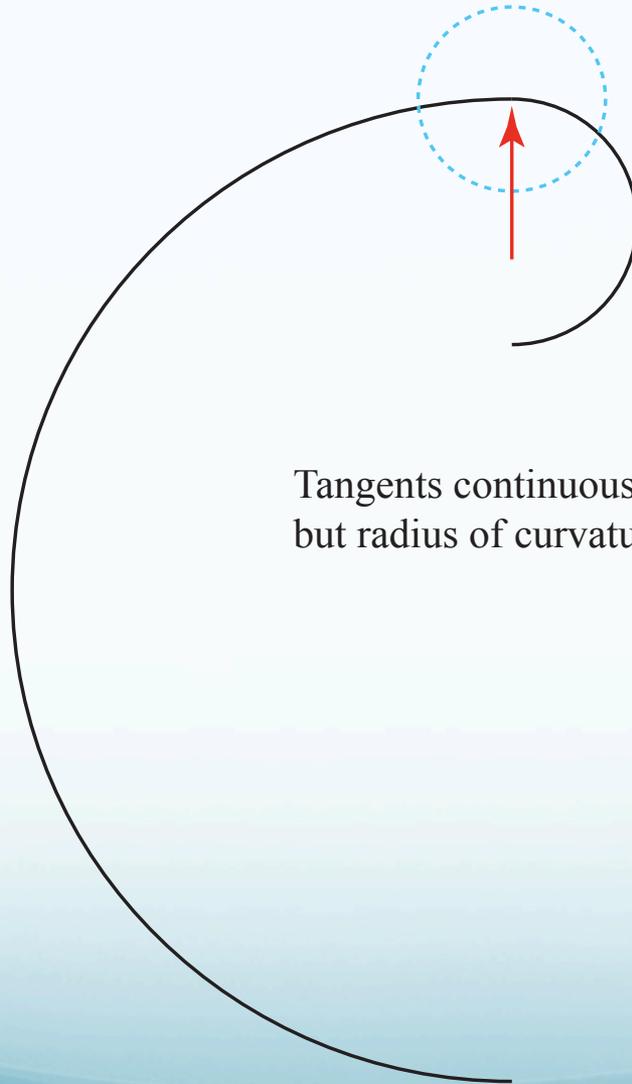
Perspective Projection: Frustum



Most fonts use Bézier curves



Why cubic spline?



Tangents continuous,
but radius of curvature discontinuous

Example Cubic Spline

