

CSC 240

Computer Graphics

Fall 2015
Smith College

Outline: 10/26

- Go over Lab 9
- HW 5 examples/review
- Finish perspective
- Hidden surface removal
- Lighting intuition

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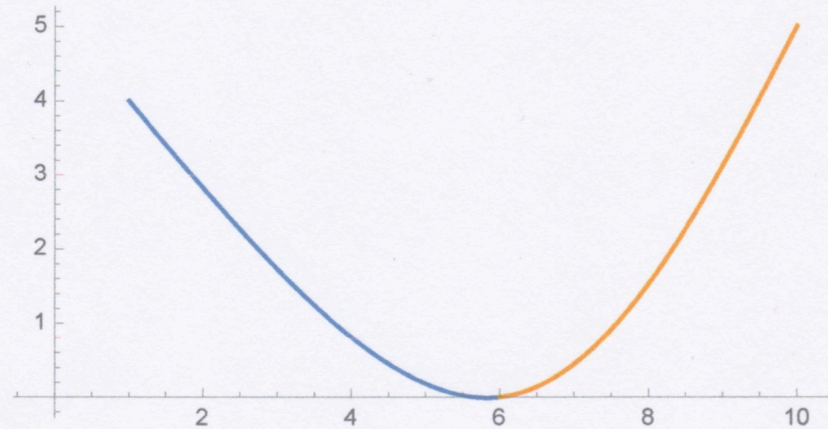


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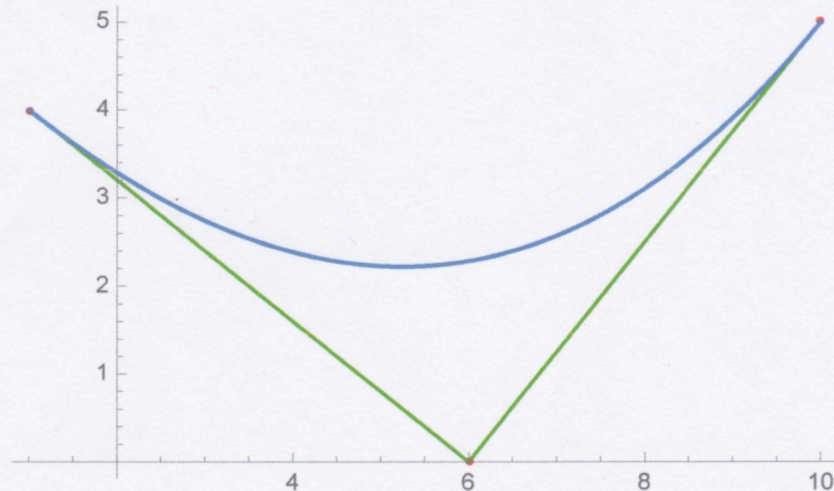


Rayan

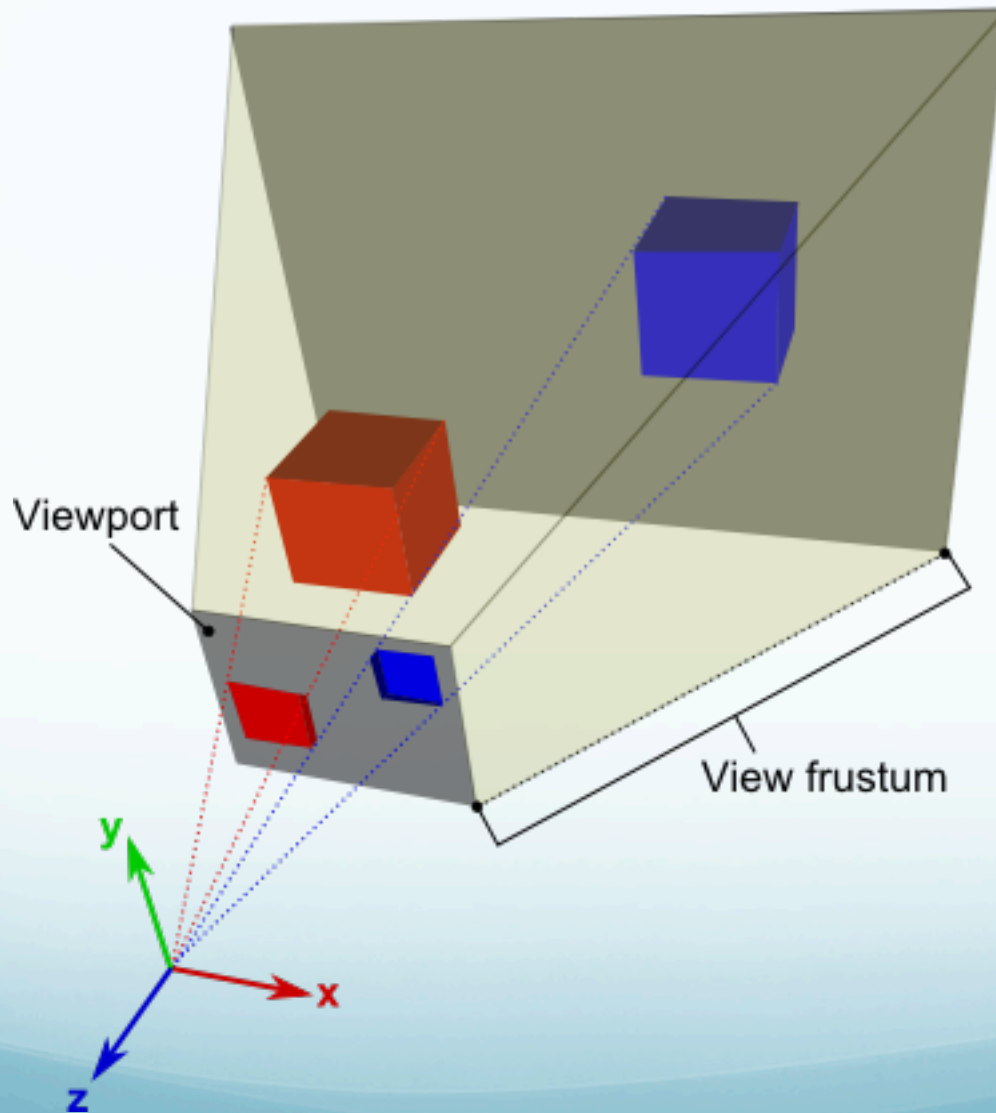
```
ParametricPlot[{{1 + (21/4) t - (1/4) t^3, 4 - (25/4) t + (9/4)
t^3}, {6 + (9/2) t - (3/4) t^2 + (1/4) t^3, (1/2) t + (27/4) t^2
- (9/4) t^3}}, {t, 0, 1}]
```

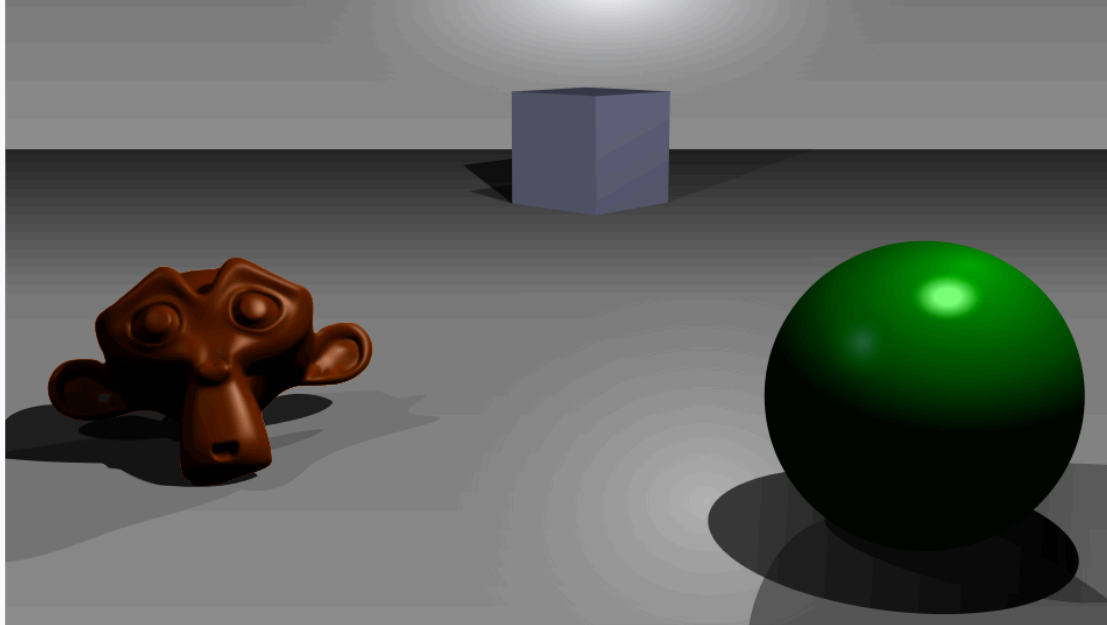


```
pts = {{1, 4}, {6, 0}, {10, 5}};
f = BezierFunction[pts]
Show[Graphics[{Red, Point[pts], Green, Line[pts]}], Axes -> True],
ParametricPlot[f[t], {t, 0, 1}]
```



Perspective Projection





A simple three-dimensional scene



Z-buffer representation