

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

Sharon Vizcaíno

Laura

Cajone

2' 2' 2' 2' 2' 2' 2' 2'

2' 2' 2' 2' 2' 2' 2' 2'

T Sabel L

BIANCA

KFC

Sbh

marissa vara

Marissa Vara

JEN

KIM

Dejia

Grace

Tom
Nguyen

FARIDA
SABRY

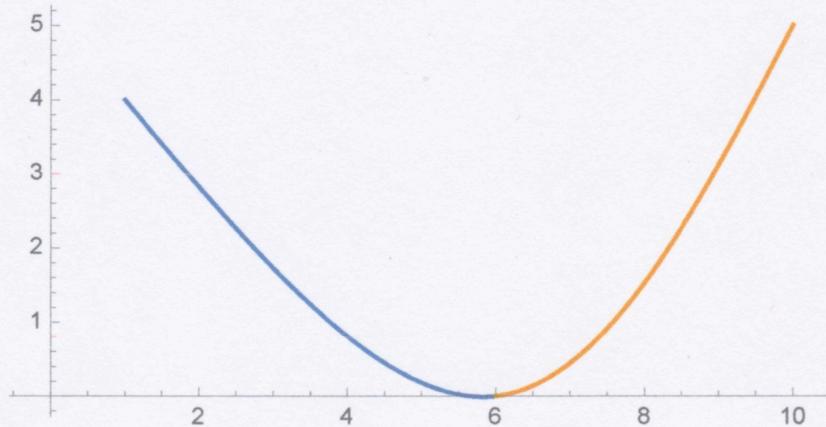


H
O
T
S

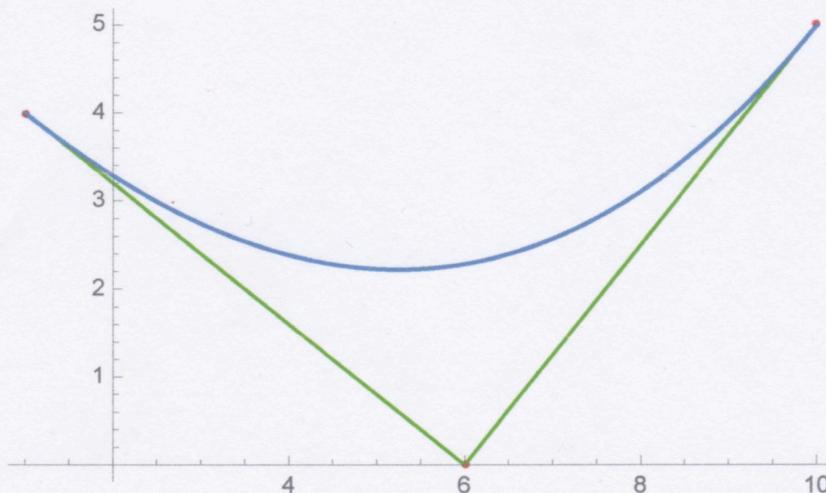
The image features four large, stylized letters in orange with black outlines. The letters are arranged horizontally and read from left to right as H, O, T, and S. Each letter has a small, simple drawing of a pumpkin at its base. The letter H has one pumpkin at the bottom of its vertical stem. The letter O has one pumpkin at the bottom of its circular bowl. The letter T has two pumpkins, one at the bottom of its vertical stem and one at the bottom of its horizontal crossbar. The letter S has one pumpkin at the bottom of its vertical stem.

Never again

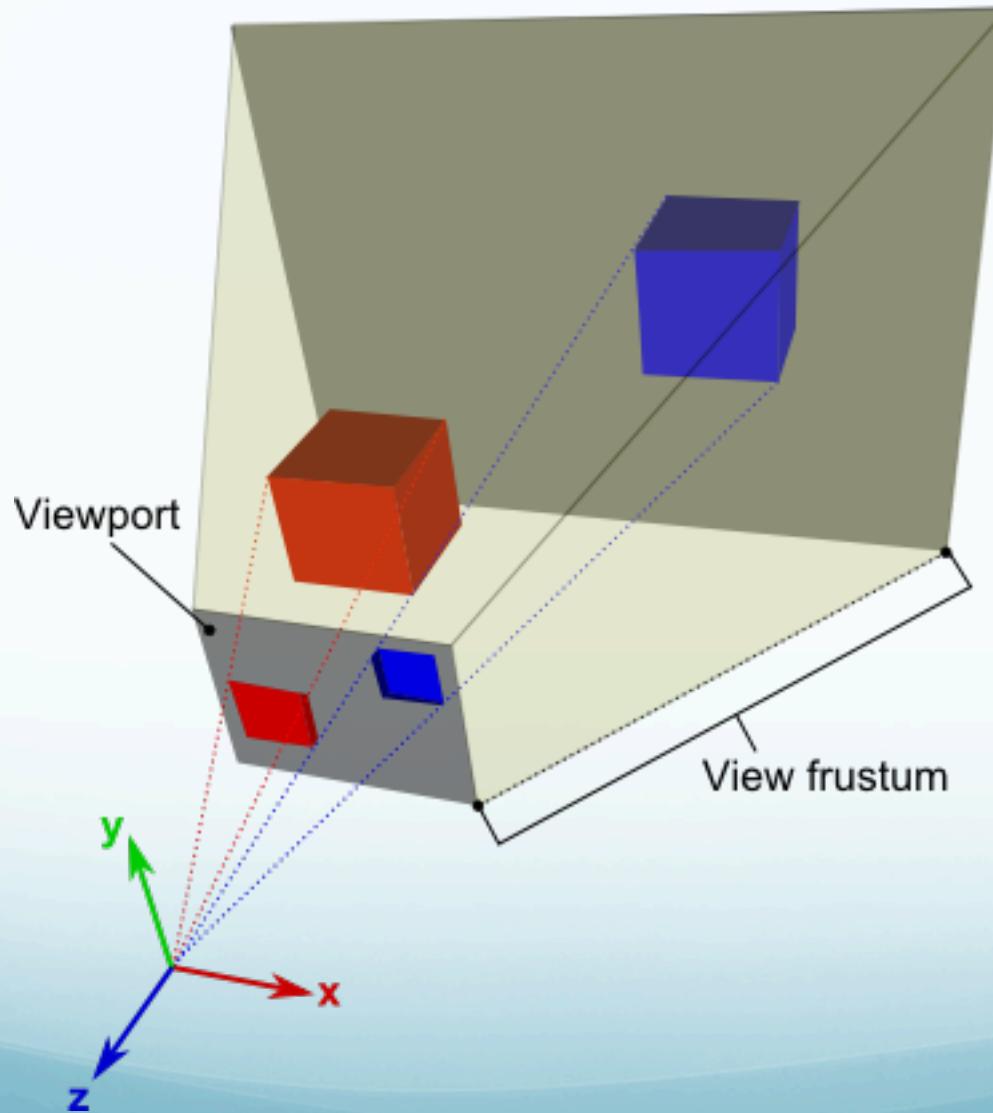
```
ParametricPlot[{{1 + (21/4) t - (1/4) t^3, 4 - (25/4) t + (9/4)
t^3}, {6 + (9/2) t - (3/4) t^2 + (1/4) t^3, (1/2) t + (27/4) t^2
- (9/4) t^3}} , {t, 0, 1}]
```

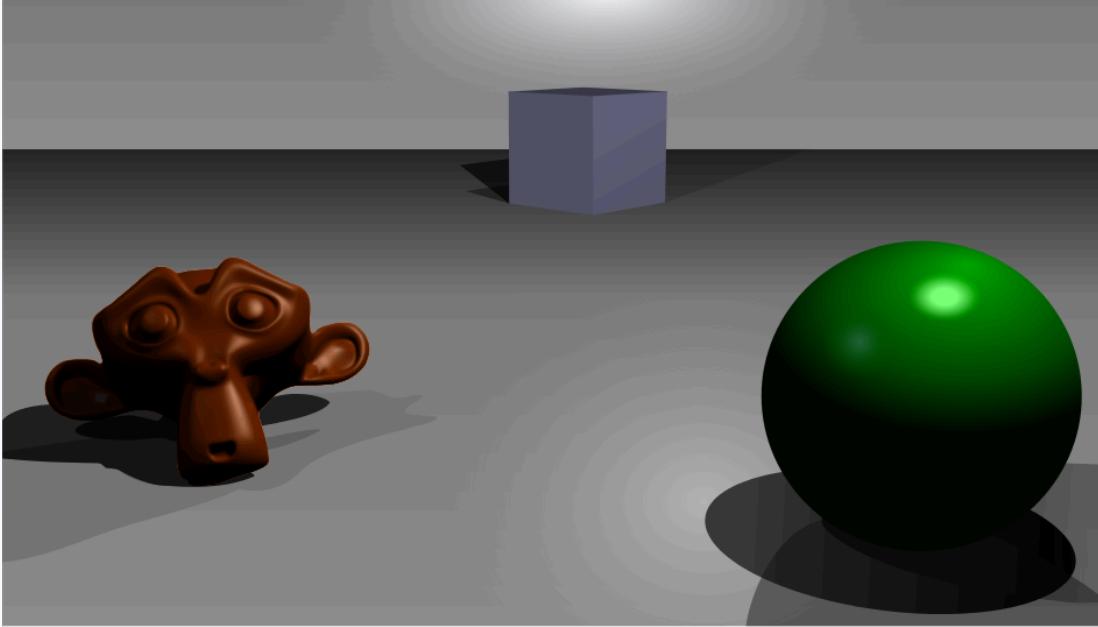


```
(P0) (P1) (P2)
pts = {{1, 4}, {6, 0}, {10, 5}};
f = BezierFunction[pts]
Show[Graphics[{Red, Point[pts], Green, Line[pts]}], Axes -> True],
ParametricPlot[f[t], {t, 0, 1}]]
```

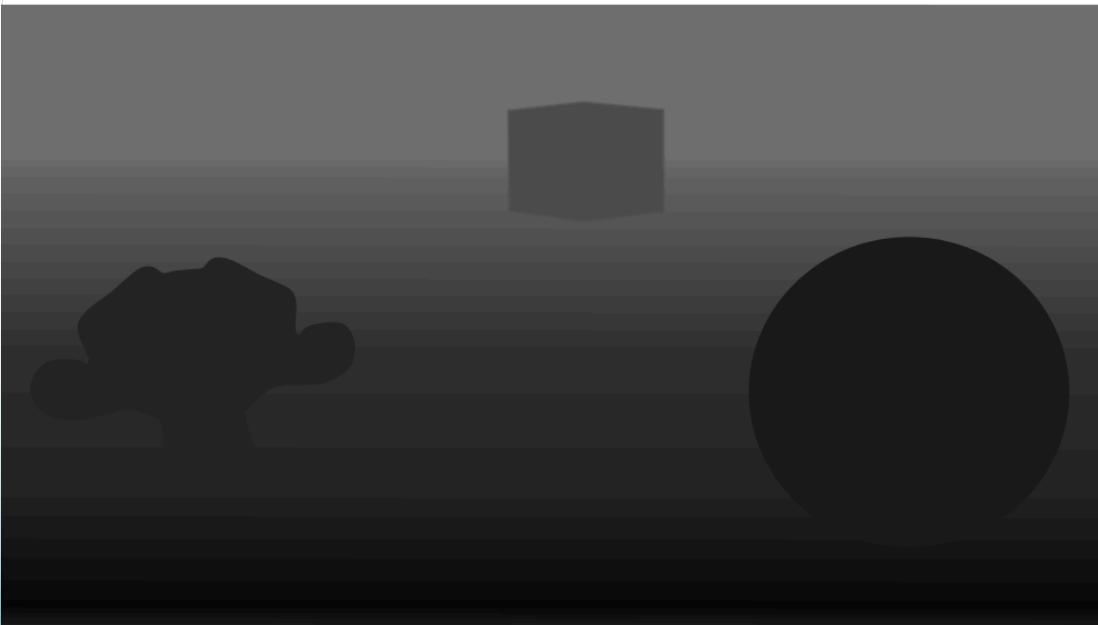


Perspective Projection





A simple three-dimensional scene



Z-buffer representation

"Z buffer" <https://commons.wikimedia.org/wiki/>