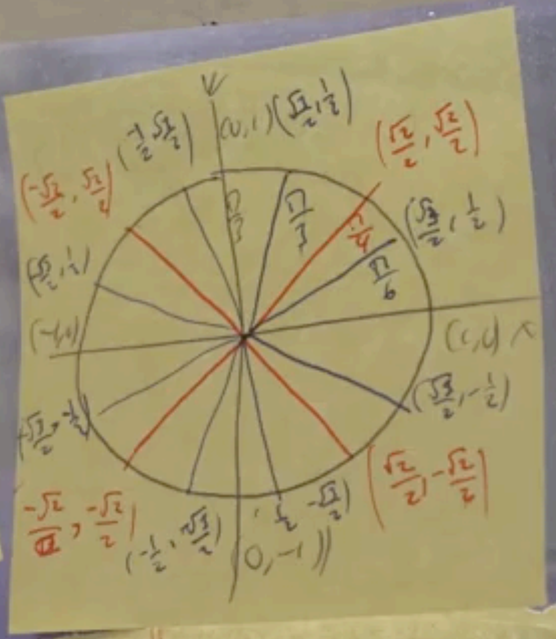
$R, \cos\theta, F$

Norm

$$|\vec{u}| = \sqrt{\vec{u} \cdot \vec{u}}$$



$(0,1,-1)$

$L = (N_x, N_y, N_z) \cdot (0,1,-1)$

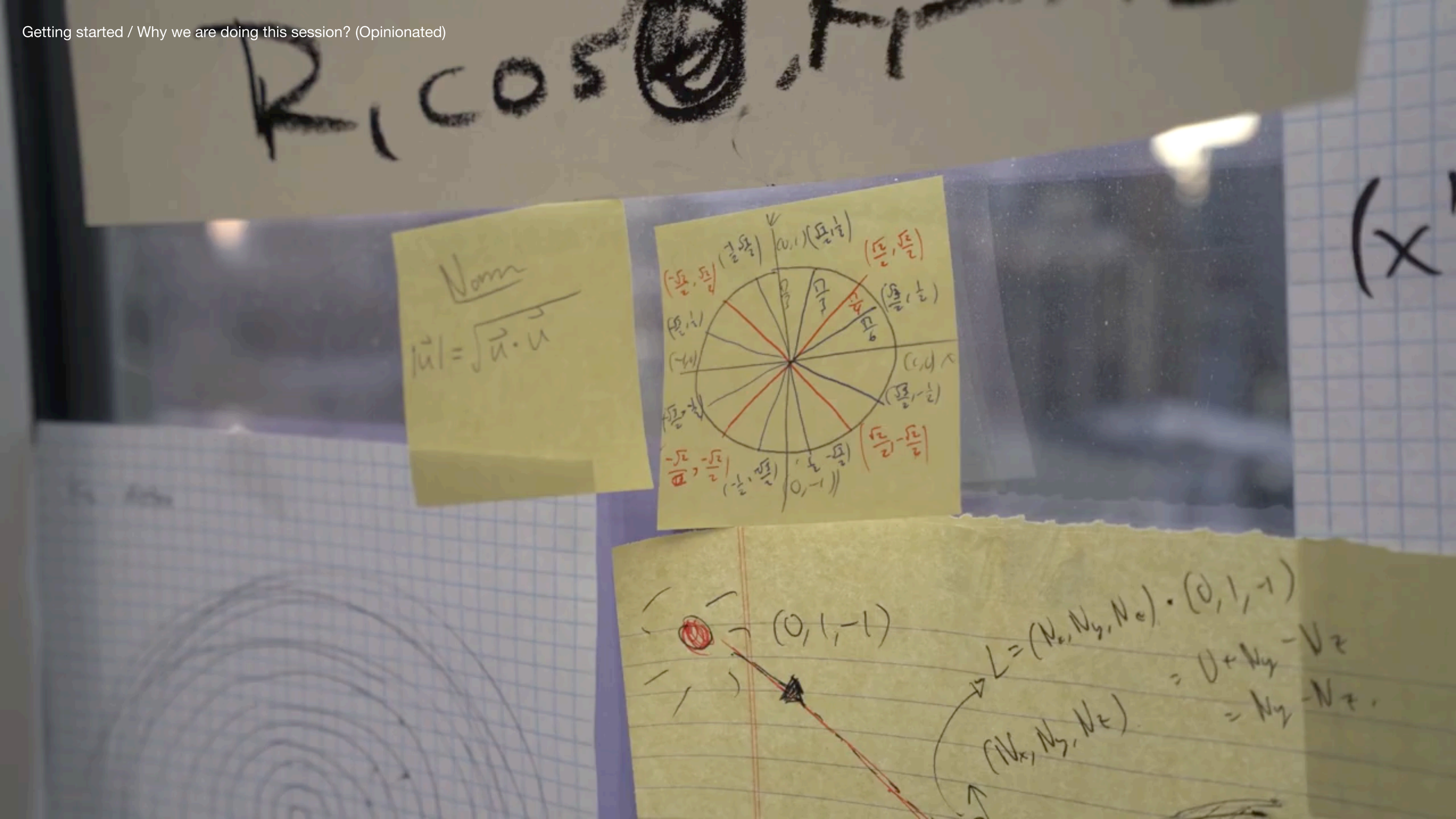
$= 0 + N_y - N_z$

$= N_y - N_z$.

(N_x, N_y, N_z)

$(x$

Norm
|u| = √(u·u)
(0,1)
(1,0)
(0,−1)
(−1,0)
(√2/2, √2/2)
(−√2/2, √2/2)
(√2/2, −√2/2)
(−√2/2, −√2/2)
(√3/2, 1/2)
(√3/2, −1/2)
(0, 1, −1)
L = (Nx, Ny, Nz) · (0, 1, −1)
= 0 + Ny − Nz
= Ny − Nz.
(Nx, Ny, Nz)


Norm
$|\vec{u}| = \sqrt{\vec{u} \cdot \vec{u}}$
(0,1,-1)
$L = (N_x, N_y, N_z) \cdot (0,1,-1)$
$= U + N_y - V_z$
$= N_y - N_z$.
(N_x, N_y, N_z)

Overview

Primarily intended for students of Pixelate studio

Preferred prerequisites: (a) Being able to programmatically draw primitives on screen, (b) Basic usage of arrays and loops

Expected duration — Part A: Listening/Viewing (30 minutes), Part B: Activity (30 minutes), Part C: Discussion (30 minutes)

Topics for the session: Coordinate Systems, Basic Geometric Transformations