CS 498 VR Midterm 1 Study Guide

Feb 27th 2018 7-8:30PM

The Book talks about the contents we covered in lectures with more details. We suggest you to use slides as an outline and book chapters to deepen your understandings.

Chapter 1
- Course overview, defining VR, historical perspective.

Chapter 2
2.1
- Bird's-eye view: VR hardware.

2.2
- Bird's-eye view: VR software, Sensation and perception.

Chapter 3
3.1, 3.2
- Bird's-eye view: Sensation and perception.

3.2, 3.3
- Geometric modeling, linear transformations, 2D rigid-body transformations.
- 3D rotations, yaw, pitch, roll, quaternions, conversions.
- Local vs Global coordinate frames. Homogeneous transforms.

3.4, 3.5
- Homogeneous transforms.

Miscellaneous in Chapter 3
- Intro. viewing transforms; Eye, canonical view, and viewport transforms.
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