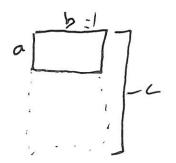
## Golden Ration



$$\frac{a}{b} = \frac{b}{2} = \frac{b}{600} = \frac{b}{2}$$

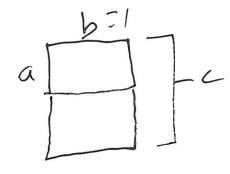
$$\frac{a^{2} + ab}{a^{2} + ab} = \frac{b^{2}}{2}$$

$$\frac{a^{2} + ab}{a^{2} + a - 1} = \frac{b}{200} = \frac{b}{200}$$

$$\frac{a^{2} + a - 1}{200} = \frac{b}{200} = \frac{b}{200}$$

$$\frac{a^{2} + ab}{200} = \frac{b^{2} + ab}{200} = \frac{b}{200}$$

$$\frac{a^{2} + ab}{200} = \frac{b^{2} + ab}{200}$$



$$\frac{a}{b} = \frac{b}{2a}$$

$$\frac{2a^{2} - b^{2}}{2a^{2} - 1} = 0$$

$$\frac{1}{b} - \frac{2a}{2a^2}$$
 $\frac{1}{2a^2} = \frac{1}{2a}$ 

UNOmaha CSCI 2510 Sp '21 Intro to Game Programming Lecture 27 Page 7 / 5

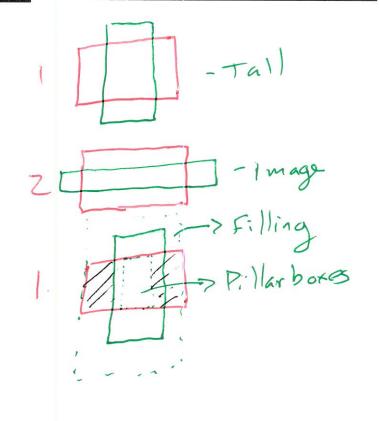


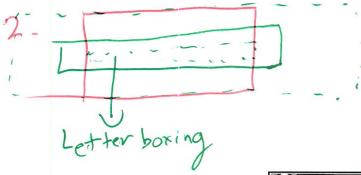
Fit an image

UNOmaha CSCI 2510 Sp '21 Intro to Game Programming Lecture 22 Page 3 / 5



- 1. Image exactly matches the screen resolution
- 2. I mage exact match of aspect ratio but not resolution.
  - 3. Image is taller
  - 4. I mage is father







Remap with Center

Decision; where should 0,0 be?

dy (x)

(a) (b)

b= 4 - dy

UNOmaha CSCI 2510 Sp '21 Intro to Game Programming Lecture Page / / 5

Scaling 640 480 00 0,0 640,480

UNOmaha CSCI 2510 Sp '21 Intro to Game Programming Lecture 27 Page 5 / 5

