

# Abgabe - Übungsblatt [4]

Einführung in die Computergraphik und Visualisierung

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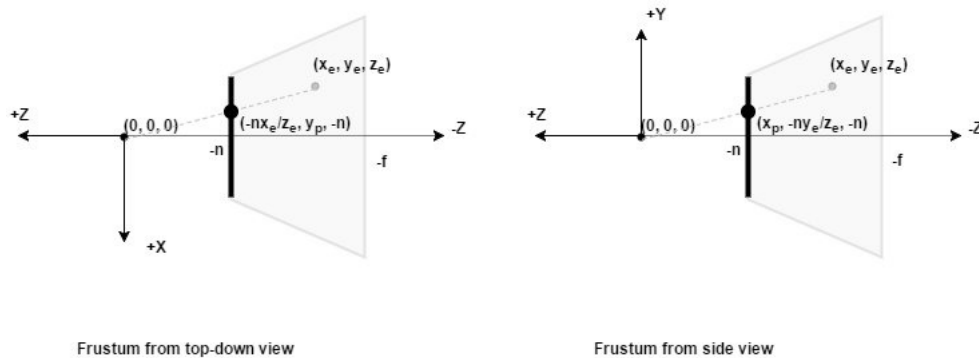
## First Exercise

$n$  - distance to the near clipping plane

$f$  - distance to the far clipping plane

$l, r, t, b$  - left, right, top, bottom coordinates of the near clipping plane

## Second Exercise



When we do projection from  $x, y, z$  to  $x, y$  plane we have to divide by  $-z_e$   
as  $\frac{x_p}{x_e} = \frac{-n}{z_e} \Rightarrow x_p = -n \frac{x_e}{z_e}$   
The same with  $y_p : y_p = -n \frac{y_e}{z_e}$   
As we have homogeneous coordinates, we just put -1 into the respective position in the projection matrix.

## Third Exercise

$$P = A * C$$

$$A = P * C^{-1}$$

where C is

$$\begin{array}{ccccc}
\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & -1 \\ 0 & 0 & 0 & 1 \end{bmatrix} & 
\begin{bmatrix} \frac{2}{r-l} & 0 & 0 & 0 \\ 0 & \frac{2}{t-b} & 0 & 0 \\ 0 & 0 & \frac{2f}{(f-n)n} & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} & 
\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & \frac{1}{n} & 1 \end{bmatrix} & 
\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & -n \\ 0 & 0 & 0 & 1 \end{bmatrix} & 
\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & -1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix} \\
\text{center frustum} & \text{scale view frustum} & \text{perspective} & \text{translate near plane} & \text{mirror at} \\
\text{along } z & \text{to size } [2, 2, 2] & \text{transformation} & \text{into x,y-plane} & \text{x,y-plane}
\end{array}$$

$$\begin{aligned}
C &= \begin{pmatrix} \frac{2}{r-l} & 0 & 0 & 0 \\ 0 & \frac{2}{t-b} & 0 & 0 \\ 0 & 0 & \frac{n^2(f-n)-2f}{n(f-n)} & -\frac{2f}{(f-n)} \\ 0 & 0 & -\frac{1}{n} & 0 \end{pmatrix} \\
C^{-1} &= \begin{pmatrix} \frac{r-l}{2} & 0 & 0 & 0 \\ 0 & \frac{t-b}{2} & 0 & 0 \\ 0 & 0 & 0 & -n \\ 0 & 0 & -\frac{(f-n)}{2f} & \frac{n^2(f-n)-2f}{2f} \end{pmatrix} \\
A &= \begin{pmatrix} n & 0 & 0 & -\frac{r+1}{r-1}n \\ 0 & n & 0 & -\frac{t+b}{t-b}n \\ 0 & 0 & n & \frac{f+n-n^3(f-n)-2fn}{f-n} \\ 0 & 0 & 0 & n \end{pmatrix}
\end{aligned}$$

This transformations makes shearing with respect to x, y and z. We also multiply by n in order to get the proportions we lose during projections at the beginning of the operations.