Week 7: 3D Geometry I Part 3: A simple camera

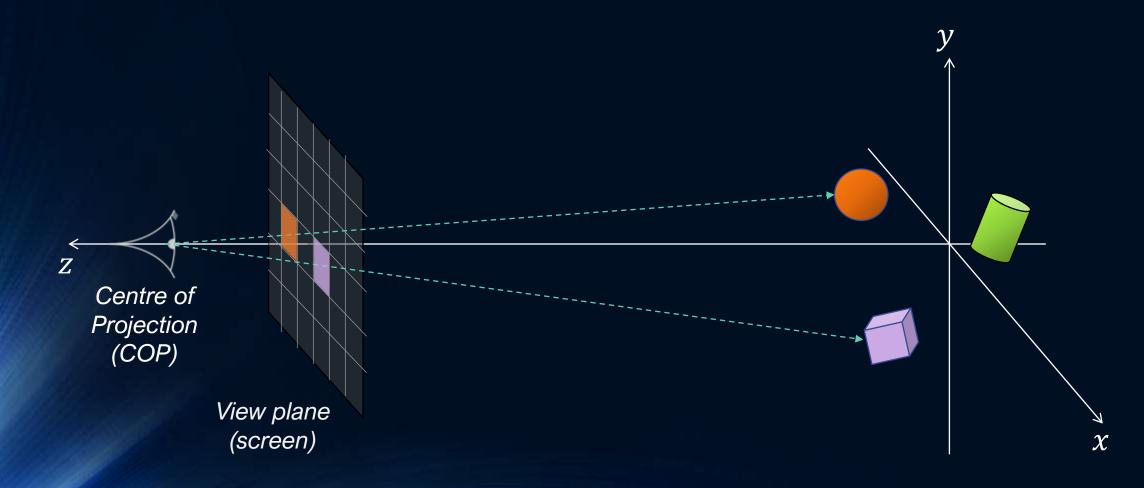
COMP270: Mathematics for 3D Worlds and Simulations

Objectives

Apply vectors and intersection tests in transferring a 3D scene to a 2D screen

Direction of ray through 'pixel' *i* given by $\mathbf{p}_i - \mathbf{COP}$ Vectors as rays/ Centre of Projection (COP) View plane Divided into 'pixels' with size (screen) resolution view plane dimension

Colour by numbers



Zoom

