



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

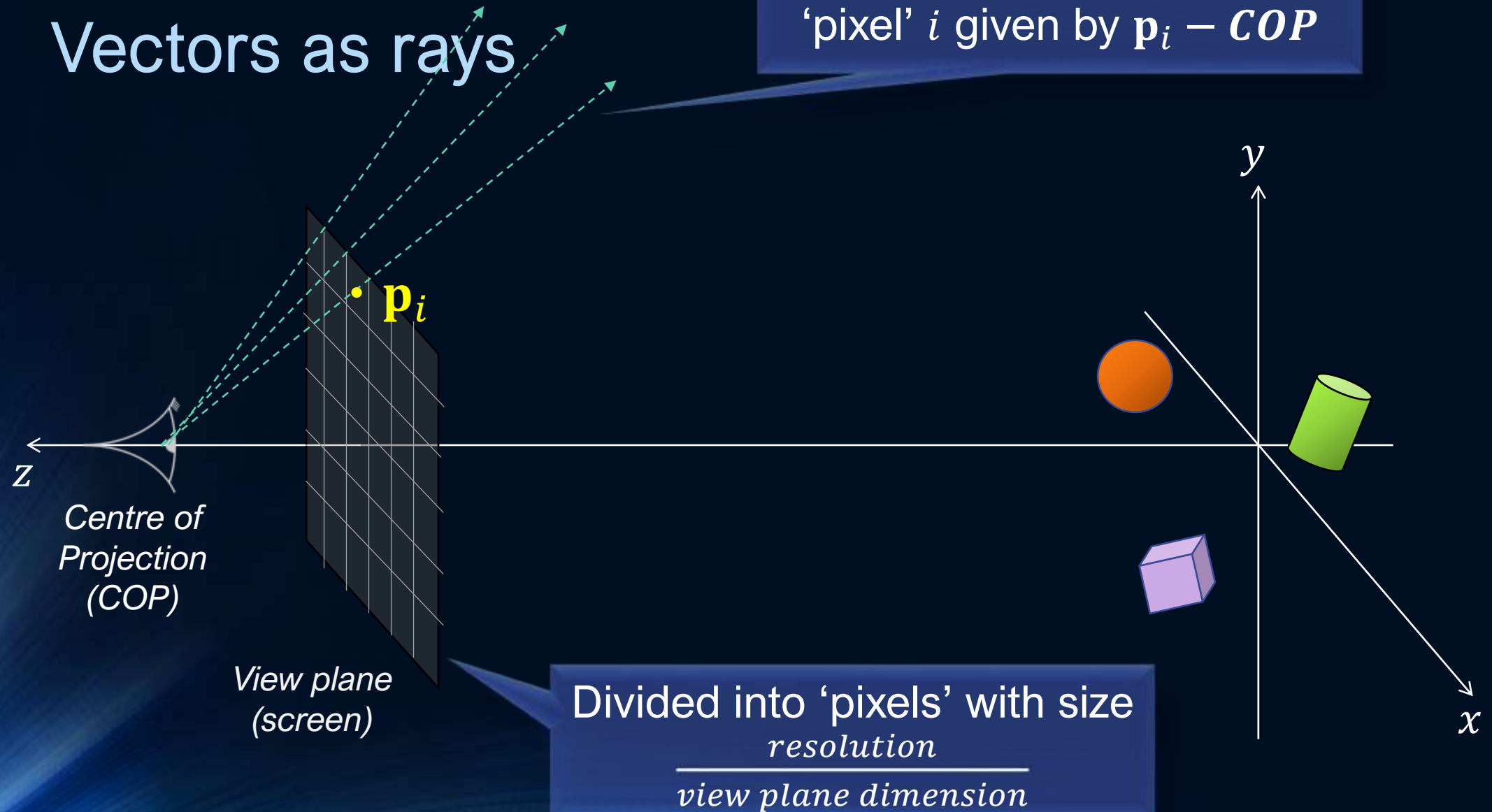
COMP270: Mathematics for 3D Worlds and Simulations

# Objectives

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

# Vectors as rays

Direction of ray through  
'pixel'  $i$  given by  $\mathbf{p}_i - \text{COP}$



# Colour by numbers



# Zoom

