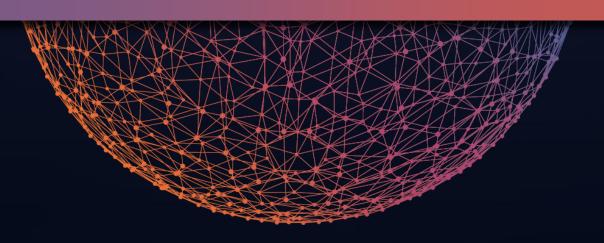


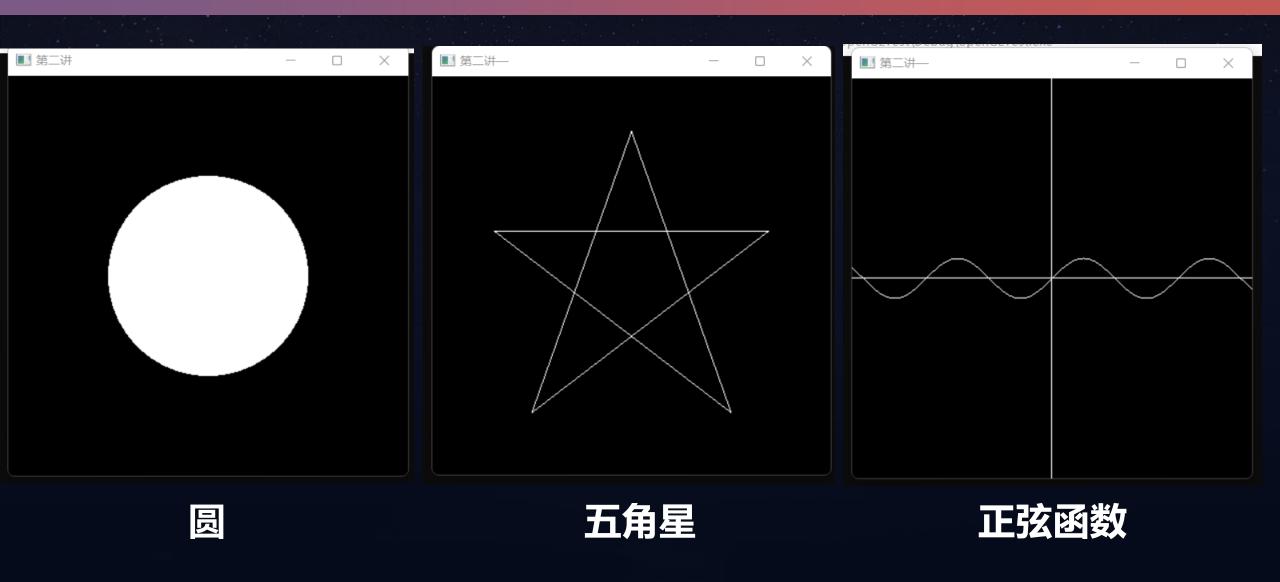
计算机图形学实验验收

杨豪毕梓博





第二讲



第三讲

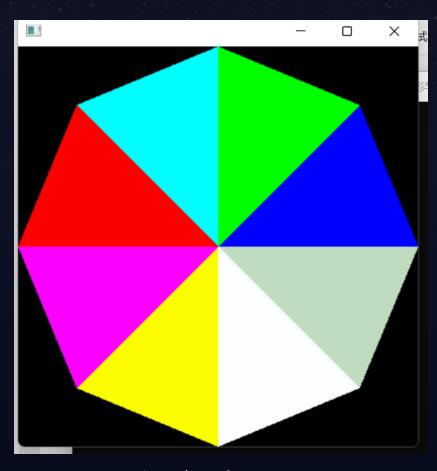


点

虚线

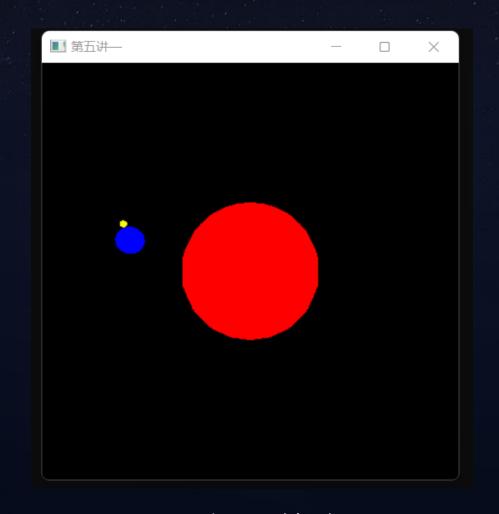
多边形正反面

第四讲

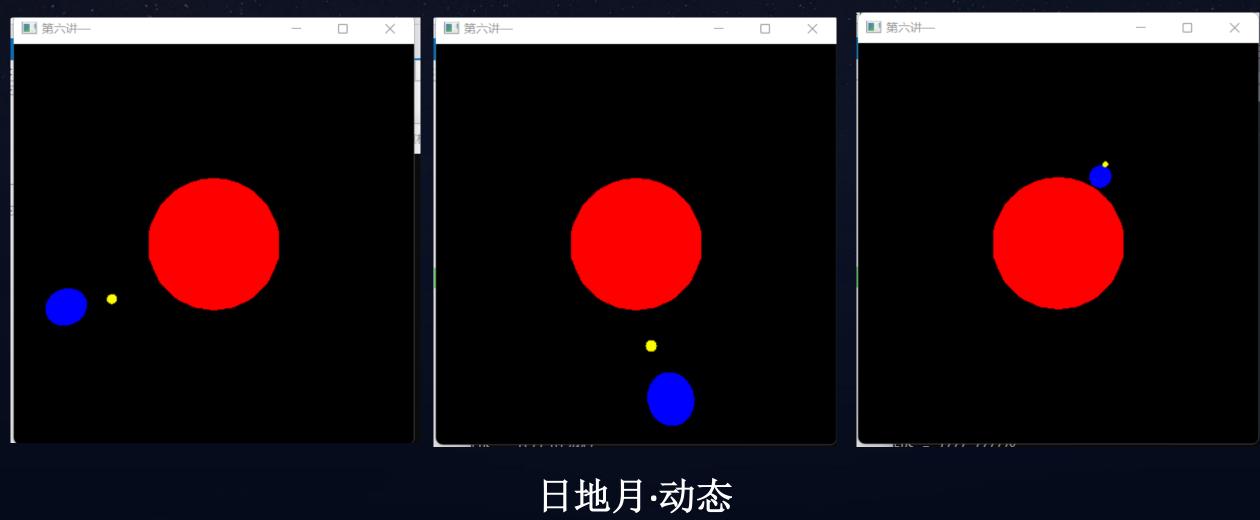


颜色索引

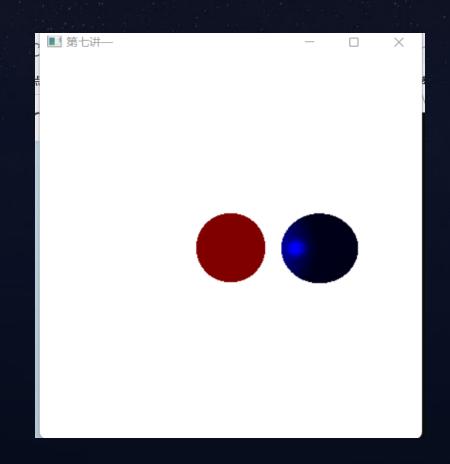
第五讲



日地月·静态

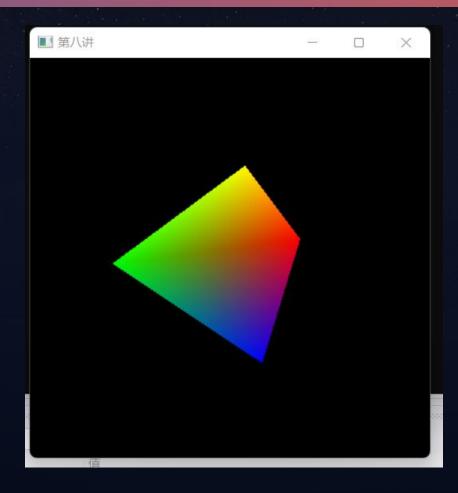


第七讲



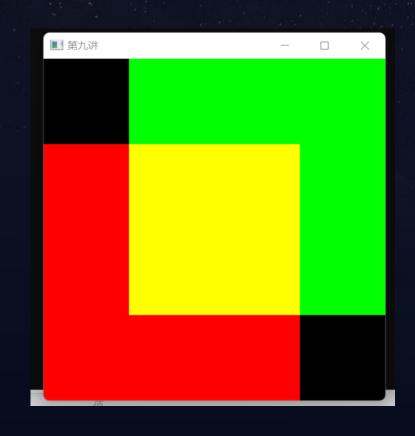
日地月·光照

第八讲



显示列表

第九讲



二维混合



三维混合

第十讲

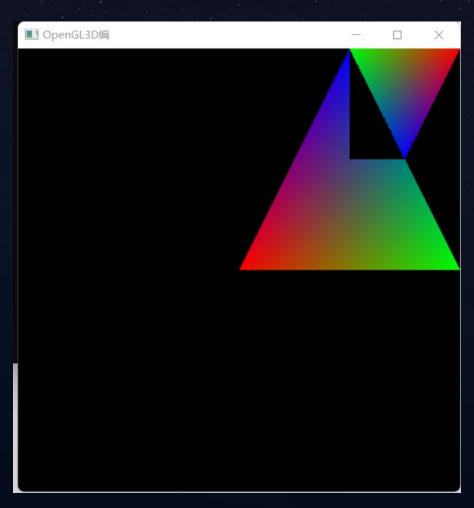


■ 读

像素绘制

像素读取

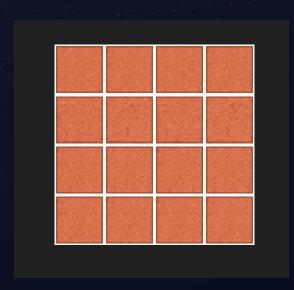
第十讲



像素复制

第十一讲

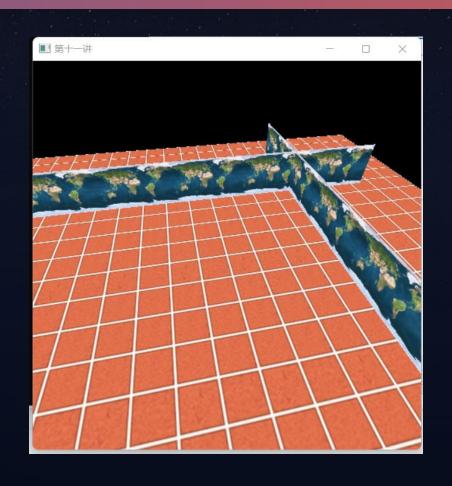




纹理图1

纹理图 2

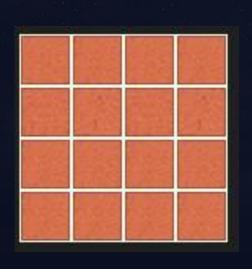
第十一讲



映射结果

第十二讲



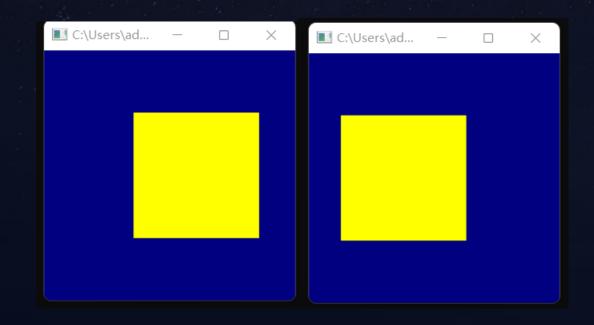




裁剪结果



第1题

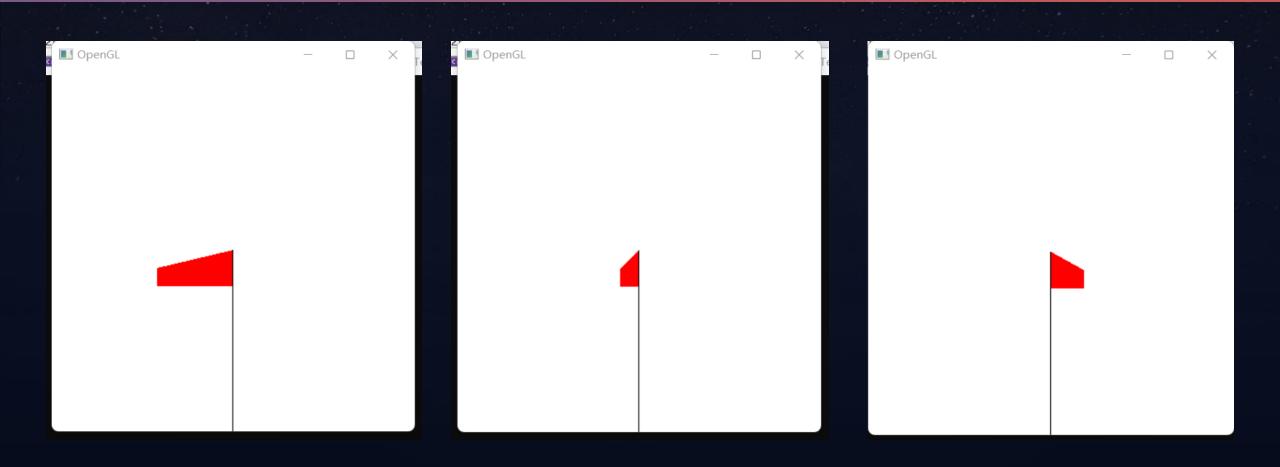




平移

缩放与旋转

第1题



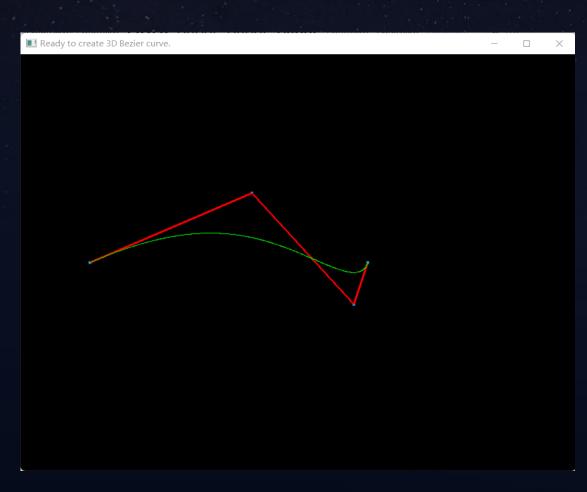
红旗的旋转

第2题

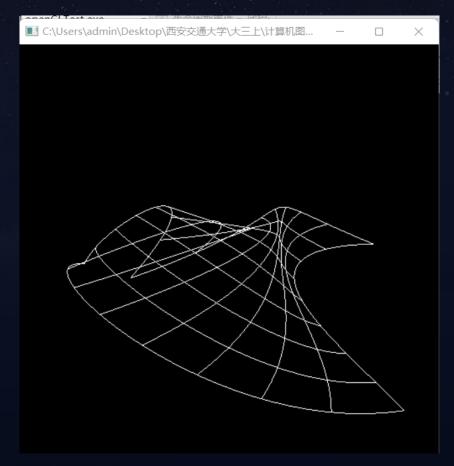


3D+光照的球

第3题

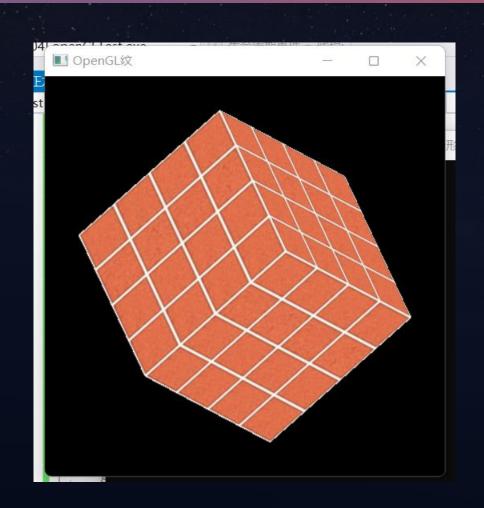


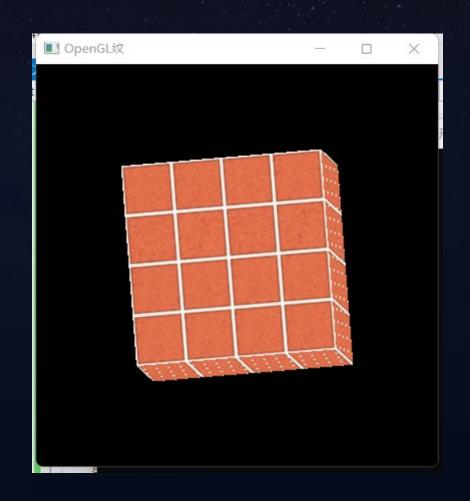
贝塞尔曲线



贝塞尔曲面

第4题





旋转的带纹理正方体



