Geometrical Modeling.
Interface for Virtual Space interaction.

Modelowanie Geometryczne.
Uniwersalny Interface do interakcji w przestrzenie wirtualnej.

Jakub Ciecierski

Warsaw University of Technology
Factulty of Mathematics and Information Science.
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Introduction

Chapter 1

Projects

1.1 Project 1

Dates 25.02.2016 - 03.03.2016 (1 week)

Requirements

1. Translation, Scaling and Rotating of entire scene.

2. Affine coordinates. Save all affine transformations as one combined matrix $M \in R^4 \times R^4$

Bibliography