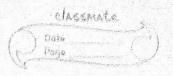
NAME: KRUNIC RANK

ROLL NO. WISCONSTAN

CHASS: BEECH III. Computation

Sen: Semester ()



Computer Graphics

Aust Given.

Rectangular Parallelopiped

with Lz = I unit

Lu= 2 unit

Ly = 3 unit

After Scaling, Sno Va Syo 1/3 Soo 1

Hence, we get a cubic parallelopiped

Ans 2 Criver,

Rectorglan Parallelopiped

With Ly:3, 2y=2, 4z=1

The matrix representation is:
[00000

3001

For rotation about X axis by (-900)

-	and the state of t	-
Ru =	100000	1
	D (05(90) sin(90) 0	1
	0-5/1/90) 60-900	100
	0001	

For votation about Y aw's by 90°.

Hence,

X' = X(RyRy) = [0 0 6 1 0 1 0 1 2 0 0 1 0 0 3 1 0 0 3 1 iner Cube of Length 10 units, 000001 001001 0 10 0 01 0 10 10 1 10001 100101 101001 10 10 10 1 Book it clockwise about 7 anis by 45° cost-13 sin(-45) 00 RZ = /-sin(-45) cos (45) 00 Scale it by 3 units,

3 = [3 0 0 0
0 3 0 0
0 0 0 1 0 0 0 1 X' = (X(RZ)(S)) = 221-212101 2121-2121 30 1 -2121 7121 0 1 -21.21 -21.21 30 1 0 -42.42 0 1

CAN'N FRANKS And lines that form the picture into a companie was the section of the picture of the picture of the picture of the picture of the section of the picture of the section of World Coordinate System is a right handed carterium coordinate system where we define the picture to be displayed. A finite region in the LVS is called a window The corresponding coordinate system on the device show the image needs to be displayed is called the physical coordinate system The mapping of window onto a submegion of device called the viewport is called Viewing Transformation. Barically, he we the Normalization Transformation better Shirt Harris Sue year year

30 Viewing Popeline can be emplained via the following point Medeling Coordinates Modeling -> World Goordinates
Transformation > Viewing Transformation View Coordinates Projection e Projection Coordinates Transformation