

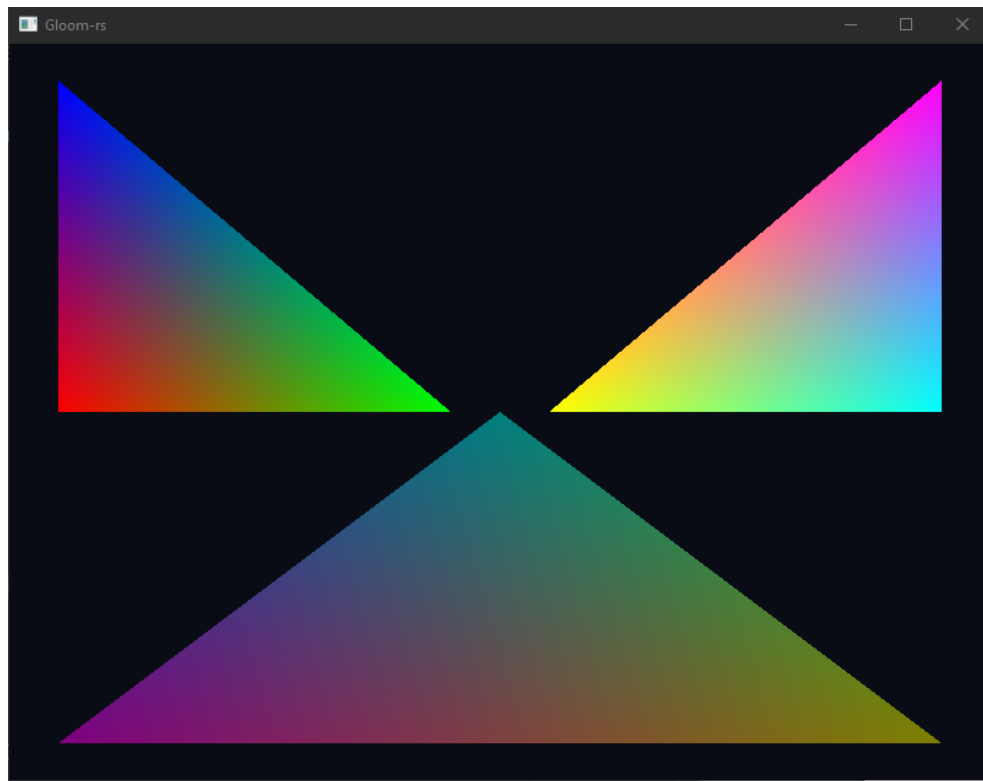
TDT4195 Exercise 2

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September 23, 2022

1 Task 1

1.1 Subtask 1B

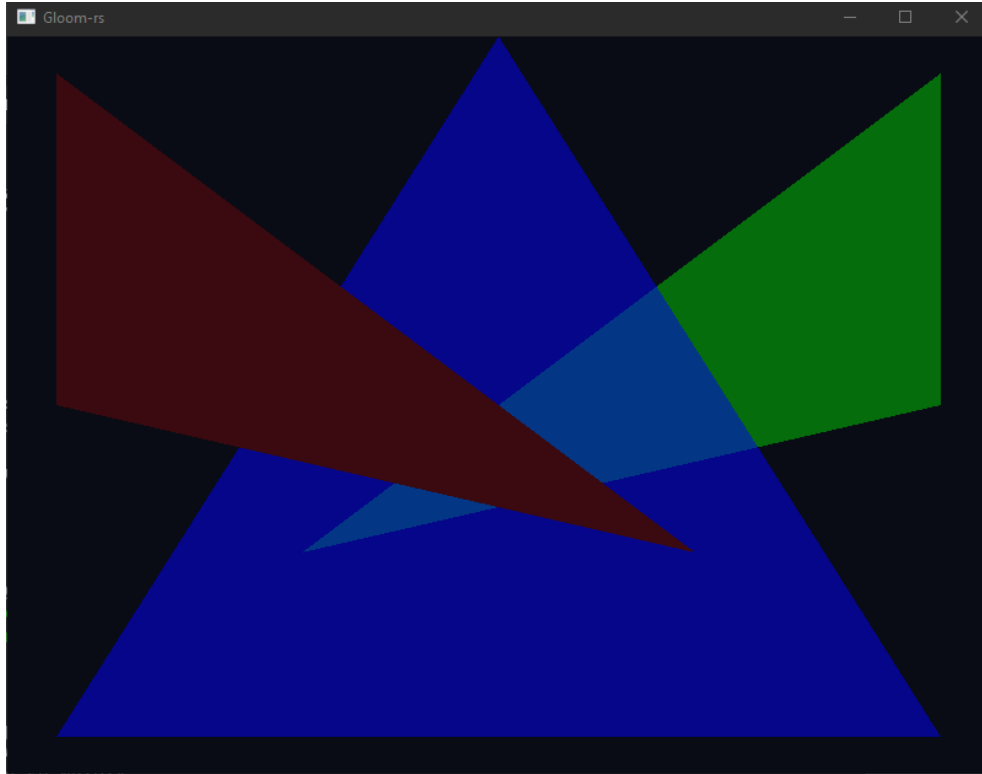


Q: Briefly explain what OpenGL does in between the vertices for each fragment with the vertex attribute

A: OpenGL does color interpolation between each vertex. Which means it chooses a linear color gradient between each vertex.

2 Task 2

2.1 Subtask 2A



2.2 Subtask 2B

Q: What effects on the blended color did you observe, and how did exchanging triangle colors cause these changes to occur?

A: There was not much change in the color, as the front color was almost always the most visible.

Q: Which changes in the blended color did you observe, and how did the exchanging of z-coordinates cause these changes to occur? Why was the depth buffer the cause this effect?

A: Again I did not see too much change, except what was expected. By changing the z values. It is still the triangle which is drawn first that is the most visible, however it gets more tinted by having another triangle in front of it.

3 Task 3

3.1 Subtask 3B

a: scaling - x *b*: shear - y *c*: translation - x *d*: shear - x *e*: scaling - y *f*: translation - y

3.2 Subtask 3C

Q: Why can you be certain that none of the transformations observed were rotations?

A: Because a rotation matrix consists of changing more than one element at one time. Which we dont do in this matrix.