Computer Graphics: Assignment 04

Lina Gundelwein, Letitia Parcalabescu, Anushalakshmi Manila

November 24, 2016

1 Euler Angles and even more Transformations

- Set *sun* to coordinate center
- PushMatrix()
  - Rotate *sun* about angle ϕ_{sun} around y-axis
- popMatrix()
- PushMatrix()
  - Rotate *earth* about $\frac{360}{365}$ around y-axis
  - Translate *earth* and *moon* about $dist_{earth-sun}$
  - PushMatrix()
    - Rotate *earth* about 23.5 around z-axis
    - Rotate *earth* about ϕ_{earth} around y-axis
  - PopMatrix()
  - PushMatrix()
    - Rotate *moon* about $\frac{360}{12}$ around y-axis
    - Translate *moon* about $dist_{moon-earth}$
  - PopMatrix()
- popMatrix()