

Computer Graphics: Assignment 04

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November 23, 2016

1 Euler Angles and even more Transformations

the moon rotates around the a translated and rotating y-axis...

- 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()