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CSE 5542
HW2

1. Matrix A is responsible for transforming the scene from canonical space to screen space
   Matrix B is responsible for transforming from camera space to the canonical space
   Matrix C is the perspective transformation
   Matrix D is responsible for transforming from world space to camera space
   Matrix E is responsible for transforming from object space into world space
2. Assuming that we're projecting onto a screen with resolution n_x x n_y

A = $\begin{bmatrix} \frac{nx}{2} & 0 & 0 & \frac{nx-1}{2} \\ 0 & \frac{ny}{2} & 0 & \frac{ny-1}{2} \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

B =

C = $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & \frac{1}{n} & 0 \end{bmatrix}$

D =

E =