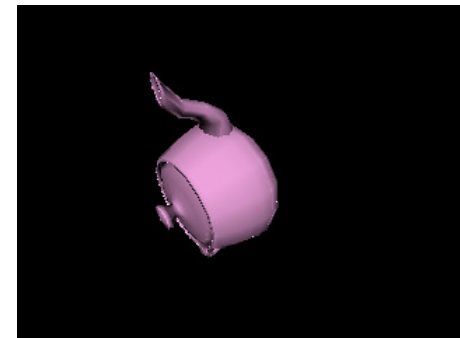
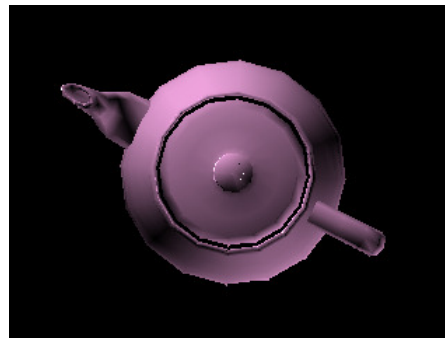


Assignment 3:

Transformation and Projection

- Task: Integrate the transformation and projection to Gz lib
- Materials: **A lot**. Check HW3.pdf for some suggestion.
 - Homogenous coordinate
 - 3D transformations (rotation, translation, scaling)
 - Projections (lecture slides)
- Deadline: **September 21, 2010 at 23:00**



Assignment 3:

Transformation and Projection

- Pipeline:

