

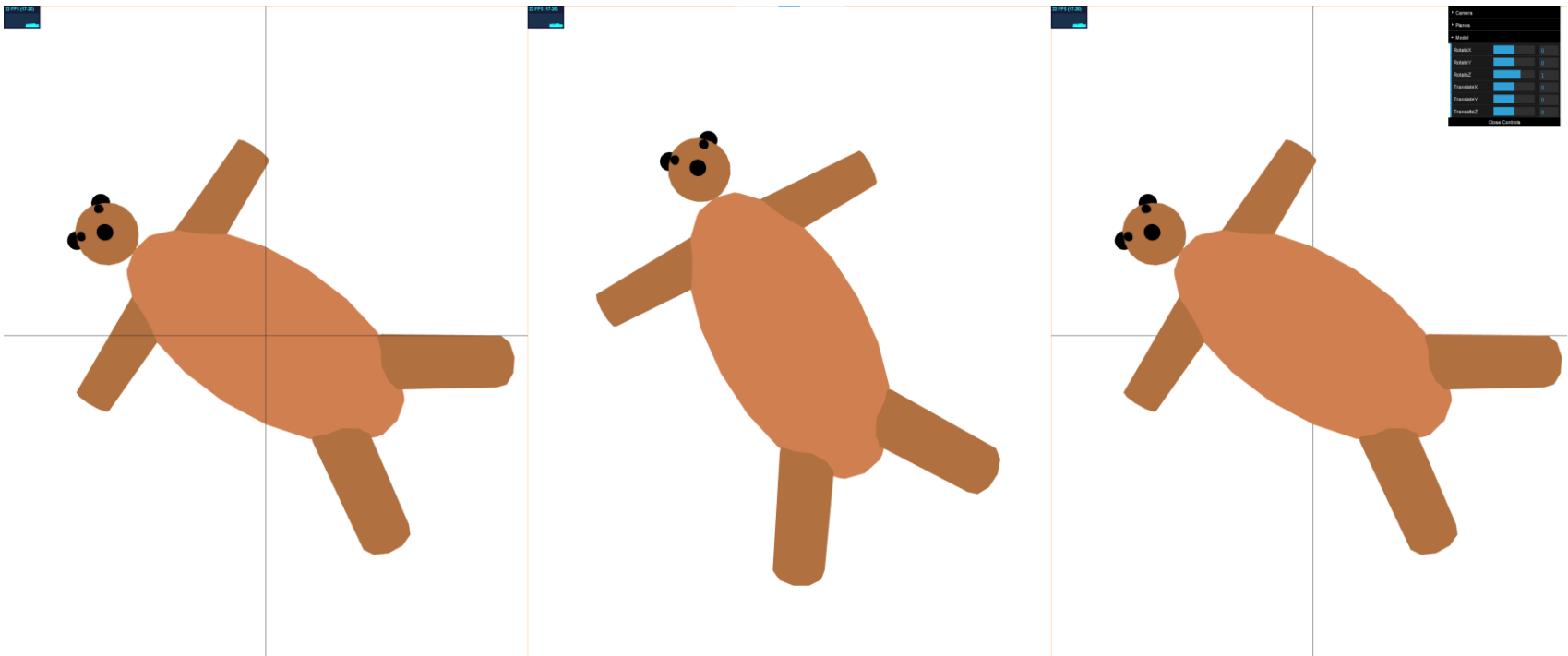


Exercise 2: Common Mistakes

Computer Graphics 1 | Nicolai Skutsch

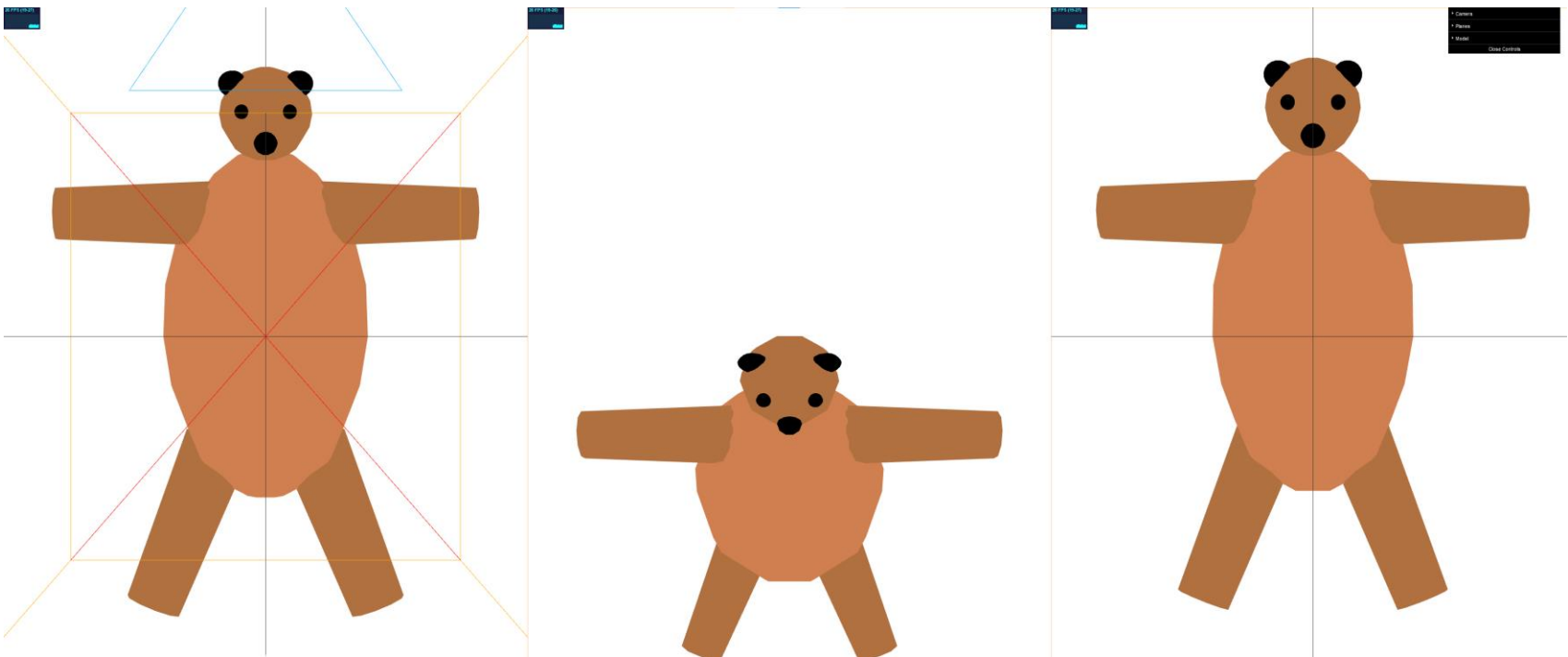


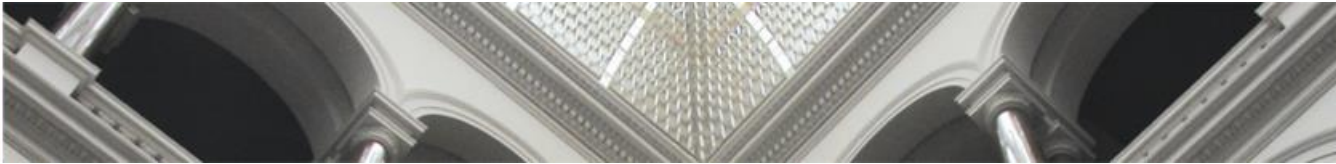
1. Update the matrices everytime something changes



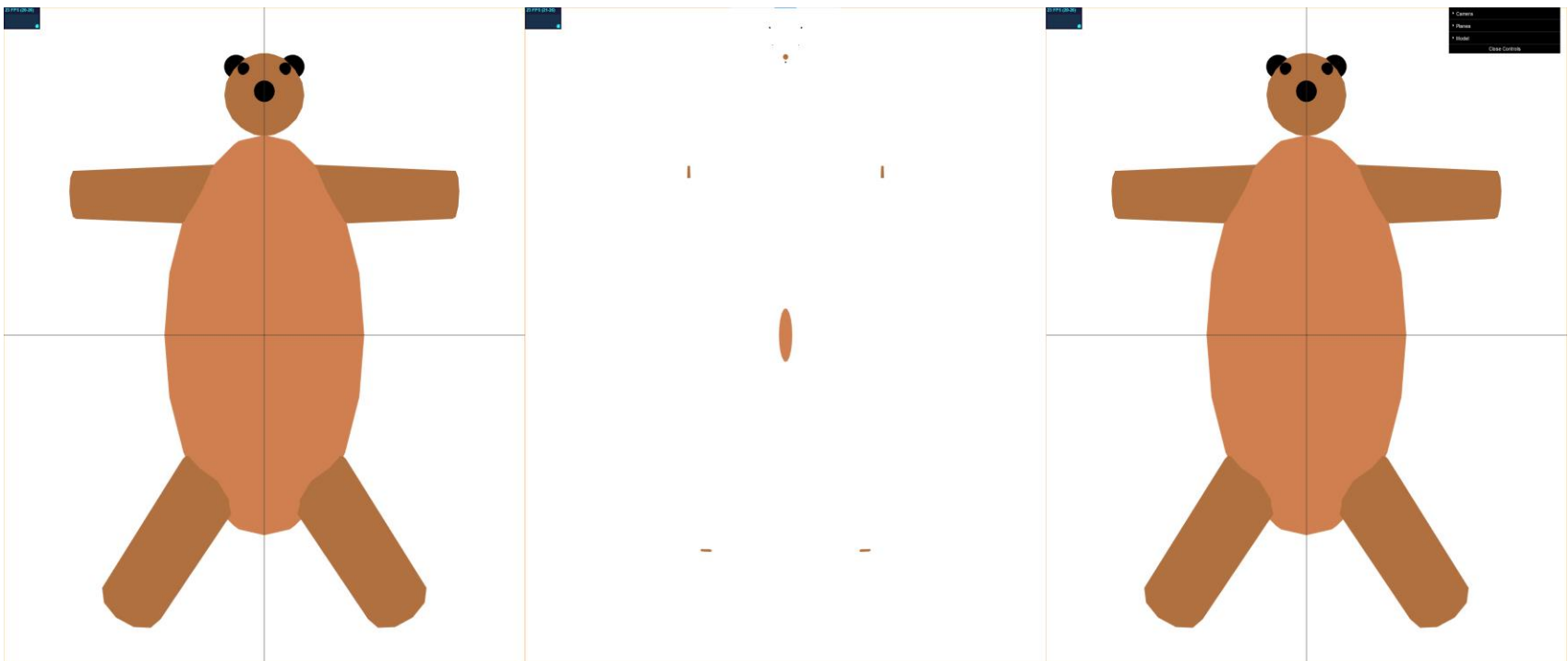


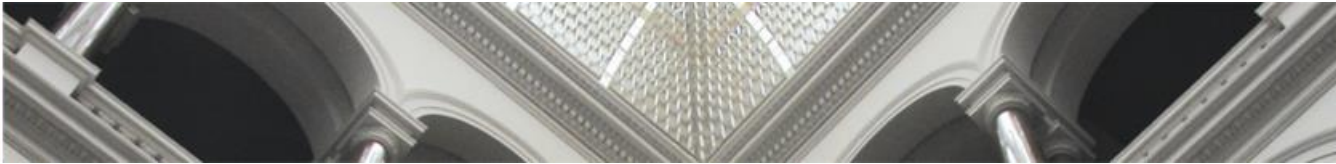
2. Apply the transformations in the correct order



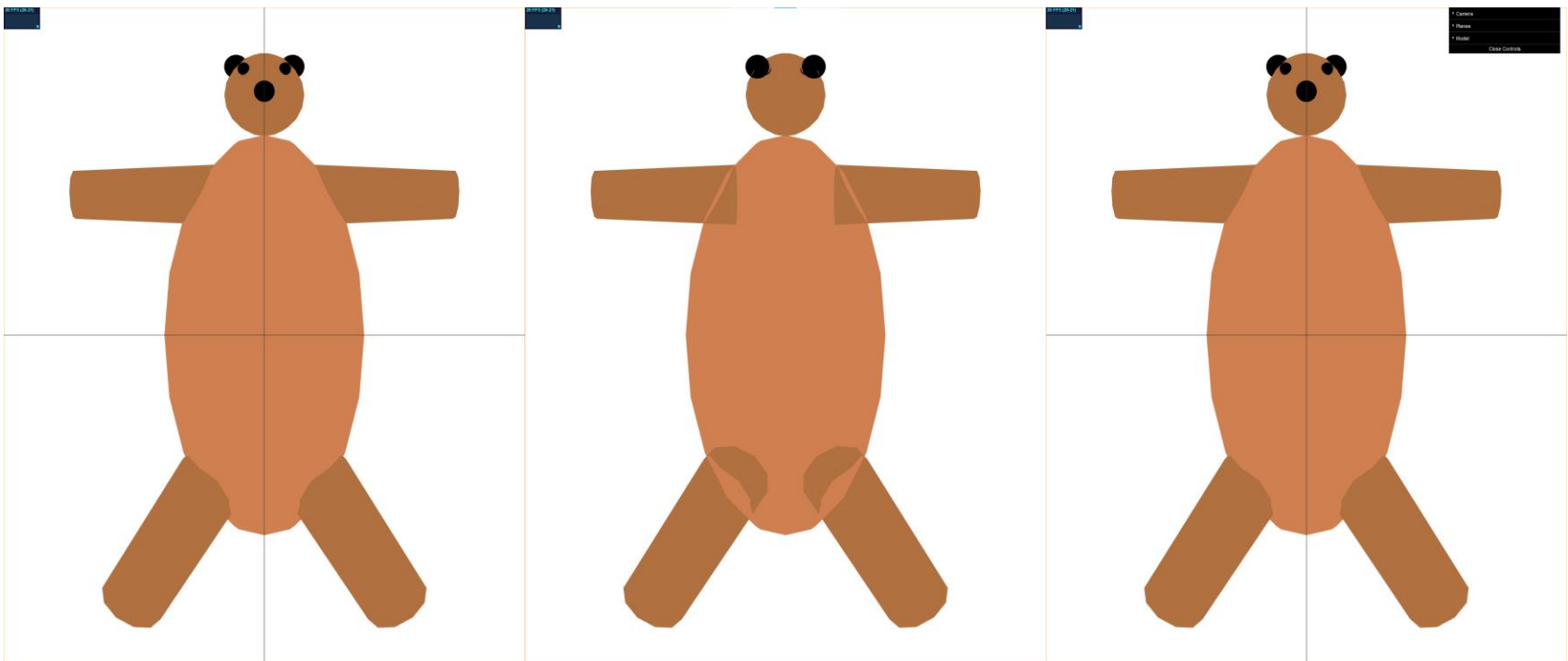


3. Set the matrices to the identity matrix





4. Switch between left- and right-handed coordinate system





5. Divide the correct vectors by their w-component

