

TDT4195: Visual Computing Fundamentals

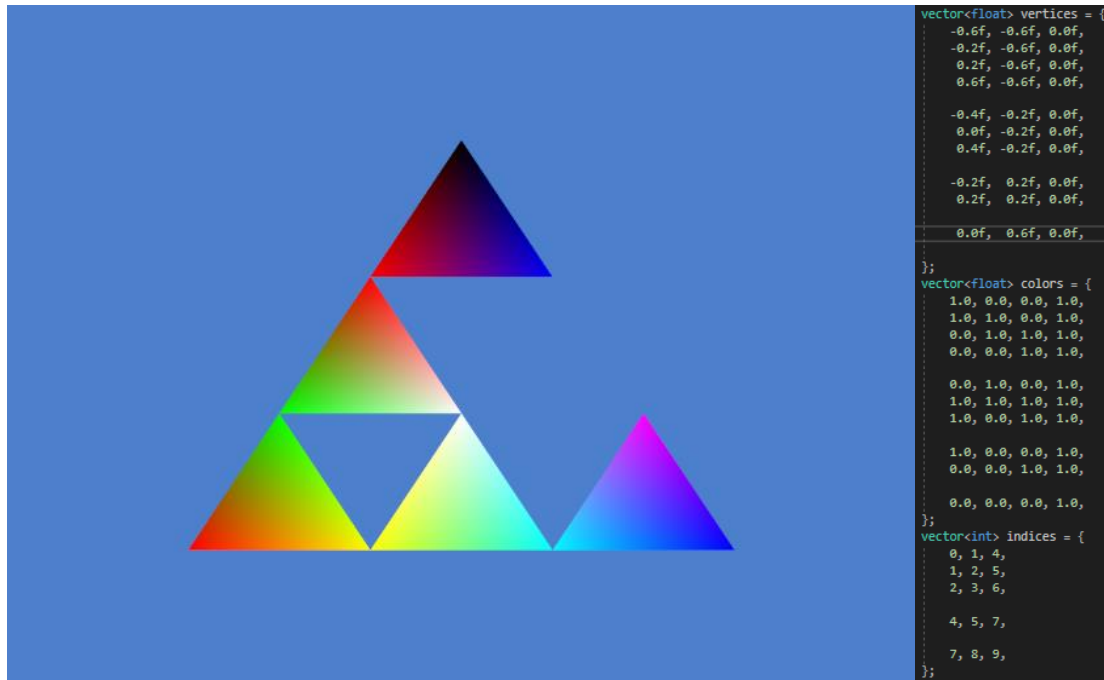
Computer Graphics – Assignment 2

Deadline: 20.09.2019

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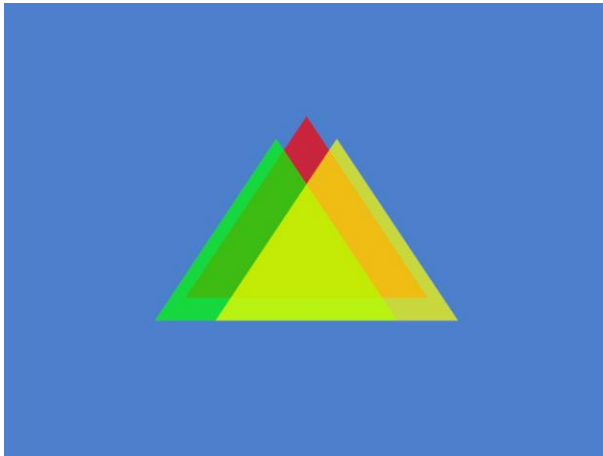
Task 1

Screenshot from 1b:



Task 2

Screenshot from 2a:



b)

- i) The effect on the area covered by all triangles that were caused by swapping the colours of said triangles was that the resulting colour was different. The pattern *red* → *green* → *yellow* resulted in a weird, green-tinted yellow (screenshot from 2a), while the pattern *green* → *red* – *yellow* resulted in a very strong orange. The overall colour of the overlapping area is more strongly influenced by the layers that are closer, compared to the layers further away.
- ii) By swapping the z-values of these triangles makes the very first triangle described by the index buffer appear as solid, even though its z-value is lower than another triangle's z-value.
TODO

Task 3

b)

- a) Scaling; x-axis.
- b) Shearing; x-axis.
- c) Translation; x-axis.
- d) Shearing; y-axis.
- e) Scaling; y-axis.
- f) Translation; y-axis.

Task 4

The key-bindings I use in subtask c) (b) vi. is WS for pitch, AD for yaw, and QE for roll.