CS3241 tut 1

Wang Xiyu

September 3, 2025

1.Differences between a point and a vector: When translate a point the vector points to it from the origin of the reference frame changes, while a vector when translated remains the direction.

2. (3,1,10)t -(4,1,2)-> (7,2,12)t

3. (-4,-1,-2)

4. (3,1,10,1)

5. matrix T = [[1 0 0 4], [0 1 0 1], [0 0 1 2], [0 0 0 1]]
express T (3,1,10,1)t = (7,2,12,1)t

6. y = -x + 3

7.Solve equation y in x = c. 10 = -x + 3 -> x = -7

8. L(t) = (1 - t)a + tb,

12. purple

14. not possible to violate: simple convex planar

1 tut 2

1. each loop iteration renders a frame/update 2. initialize -> register call back functions -> enter glutMainLoop -> wait for event

3. call when want to trigger event 4. raster: easy to process, vector: not resolution dependent 5. double buffer: