Nanyang Technological University

Lab 1 Report:

# Visual Mathematics

## CZ 2003 Computer Graphics and Visualization

### Yi Zhiyue

# Experiment 1: Visualization using polygons

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| **polygons.wrl** |  | **Brief Report** |
| **Before Changes** | **After Changes** | * If the defuse color setting exceeds 1, the color will be brighter. * In polygon.wrl, a bottom vertex and four sides are added to create the shape. * The coordinates defined in sequence are to indicate their position in x, y, z-axis, such as 1, 2, 3 indicating 1 unit in x-axis, 2 units in y-axis, 3-unit in z-axis. * The side only shows in front, while is transparent in the back. Therefore, by following right-hand rule, the coordinates must be placed in the anti-clockwise order. |
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| **2d-hexagon.wrl** | **3d-cube.wrl** |
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