

Lab 0

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Experiments

```
float orthoLeft = 0;  
float orthoRight = 100;  
float orthoBottom = 0;  
float orthoTop = 100;  
float orthoNear = -1;  
float orthoFar = 1;  
float offsetX = 100;  
float offsetY = 100;  
float windowWidth = 500;  
float windowHeight = 500;
```

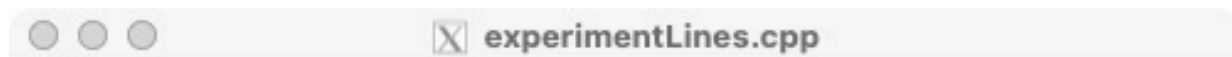


```
float orthoLeft = 50;
```



experimentLines.cpp

```
float orthoBottom = 50;
```



```
float orthoTop = 50;
```



experimentLines.cpp

```
float windowHeight = 1000;  
float windowHeight = 250;
```



Explanations:

- orthoLeft: Changing the camera's left width to decrease or increase it.
- orthoRight: Changing the camera's right width to decrease or increase it.
- orthoBottom: Changing the camera's bottom height to decrease or increase it.
- orthoTop: Changing the camera's top height to decrease or increase it.
- orthoNear: Getting near to the objects in the frame.
- orthoFar: Getting further to the objects in the frame.
- offsetX: Offsetting the start of the window left or right.
- offsetY: Offsetting the start of the window top and bottom.
- windowHeight: Width of the start of the window.
- windowHeight Height of the start of the window.

Origin:

The origin is the bottom left corner of the screen.

Issues:

The lab would have been easier to understand if we used a 3D object

Resources:

- <https://gamedev.stackexchange.com/questions/133281/why-is-opengl-point-0-0-not-in-top-left-corner-of-the-screen>
- <https://www.youtube.com/watch?v=V87ILvKsclY>