Viewing transformation

- We specify a <u>window</u> in world coordinates, and a <u>viewport</u> in screen coordinates
- The matrix M_{view} which transforms the window to the viewport is called the viewing transformation.
- We find M_{view} in 3 steps:
  1. <u>Translate</u> by $(-x_0, -y_0)$ to place the window at the origin
  2. <u>Scale</u> the window to be the same shape as the viewport
  3. <u>Shift</u> (= translate) to the viewport position

Clipping

- This is effectively the same as "cropping"
- In clipping we remove those parts of primitives (= pixel objects) whose coordinates are outside the window so that the screen's viewport only shows a <u>section</u> of the world coordinate image.