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// Course: CS 805

// Name: Chao Zhang

// Student#: 200383834

// Programming language: Java

// Assignment 2

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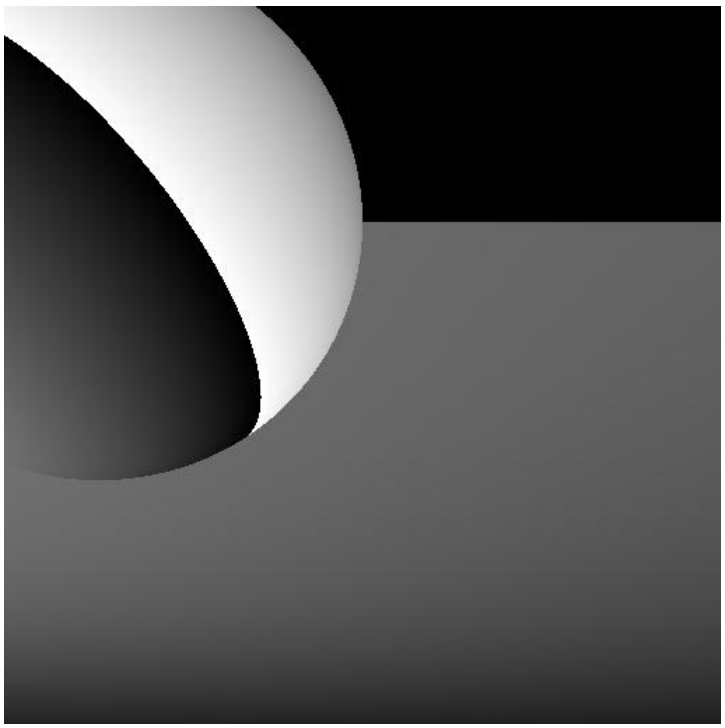
Test 1 : Modify the camera model



Default setting

VRP = { 1.0, 2.0, 3.5 }

VPN = { 0.0, -1.0, -2.5 }

VUP = { 0.0, 1.0, 0.0 }

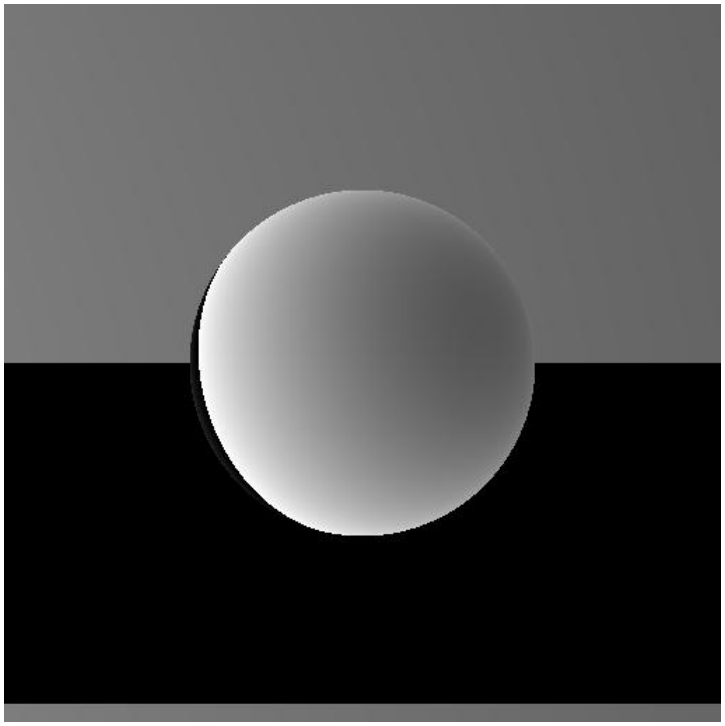
V0 = { 0.0, 0.0, 0.0 }

V1 = { 0.0, 0.0, 2.0 }

V2 = { 2.0, 0.0, 2.0 }

V3 = { 2.0, 0.0, 0.0 }

LPR = { -10.0, 10.0, 2.0 }



VRP = { 0.0, -6.0, 0.0 }

VPN = { 0.0, 1.0, 0.0 }

VUP = { 0.0, 0.0, 1.0 }

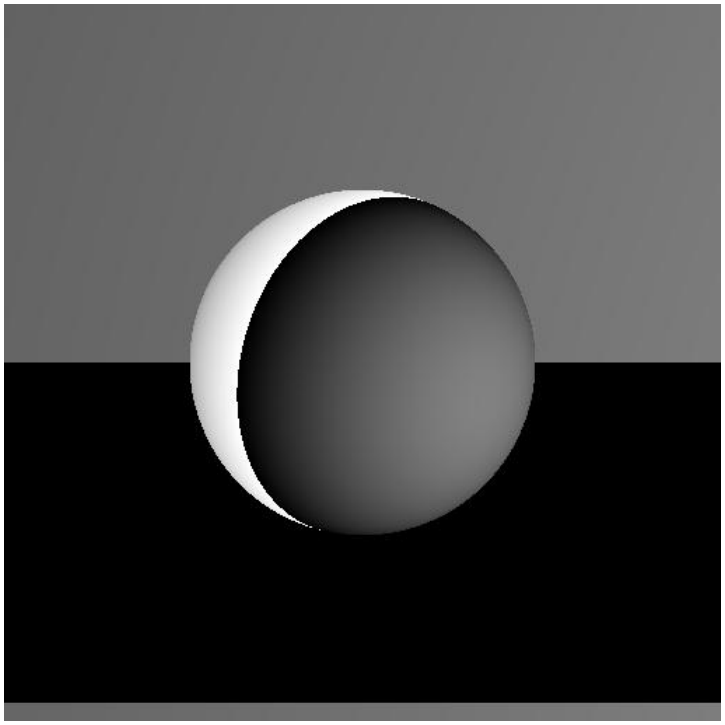
V0 = { 0.0, 0.0, 0.0 }

V1 = { 0.0, 0.0, 2.0 }

V2 = { 2.0, 0.0, 2.0 }

V3 = { 2.0, 0.0, 0.0 }

LPR = { -10.0, 10.0, 2.0 }



VRP = { 0.0, 6.0, 0.0 }

VPN = { 0.0, -1.0, 0.0 }

VUP = { 0.0, 0.0, 1.0 }

V0 = { 0.0, 0.0, 0.0 }

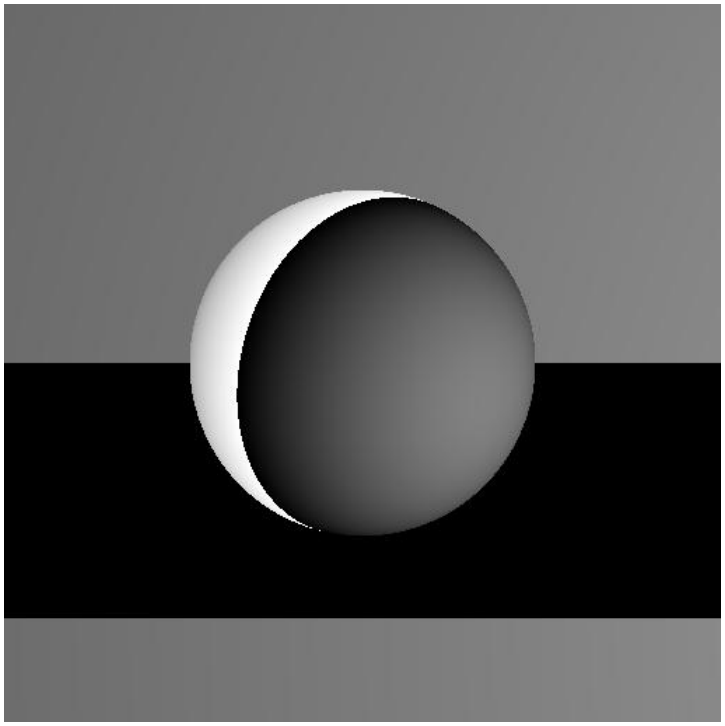
V1 = { 0.0, 0.0, 2.0 }

V2 = { 2.0, 0.0, 2.0 }

V3 = { 2.0, 0.0, 0.0 }

LPR = { -10.0, 10.0, 2.0 }

Test 2 : Modify the polygon position



VRP = { 0.0, 6.0, 0.0 }

VPN = { 0.0, -1.0, 0.0 }

VUP = { 0.0, 0.0, 1.0 }

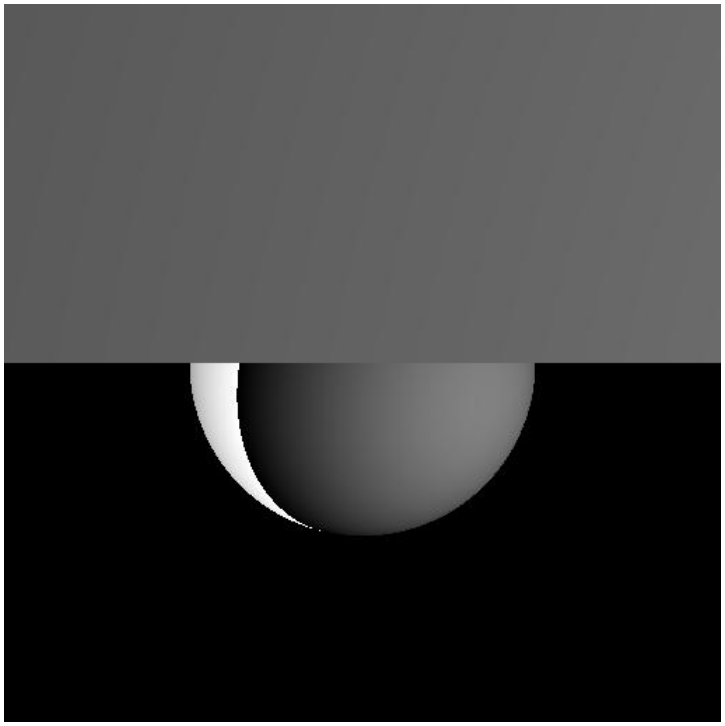
V0 = { 0.0, -2.0, 0.0 }

V1 = { 0.0, -2.0, 2.0 }

V2 = { 2.0, -2.0, 2.0 }

V3 = { 2.0, -2.0, 0.0 }

LPR = { -10.0, 10.0, 2.0 }



VRP = { 0.0, 6.0, 0.0 }

VPN = { 0.0, -1.0, 0.0 }

VUP = { 0.0, 0.0, 1.0 }

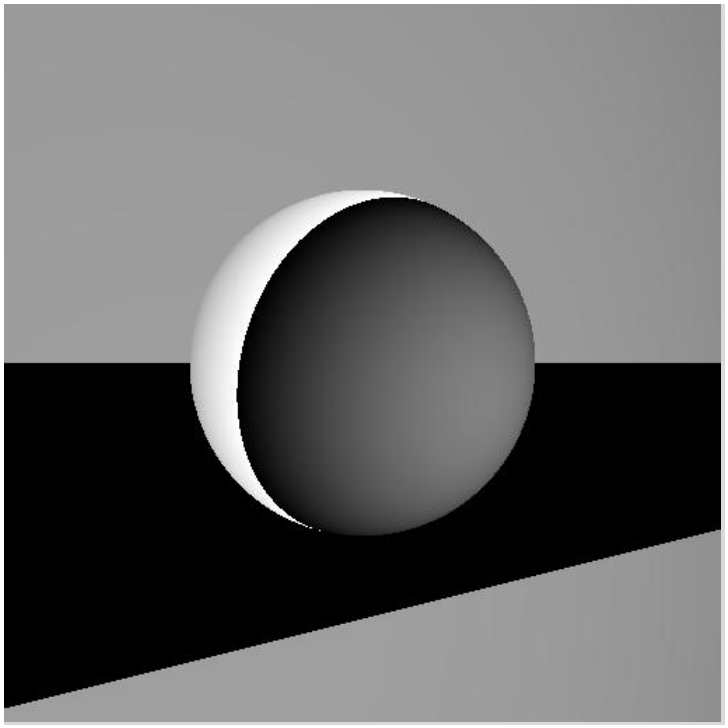
V0 = { 0.0, 2.0, 0.0 }

V1 = { 0.0, 2.0, 2.0 }

V2 = { 2.0, 2.0, 2.0 }

V3 = { 2.0, 2.0, 0.0 }

LPR = { -10.0, 10.0, 2.0 }



VRP = { 0.0, 6.0, 0.0 }

VPN = { 0.0, -1.0, 0.0 }

VUP = { 0.0, 0.0, 1.0 }

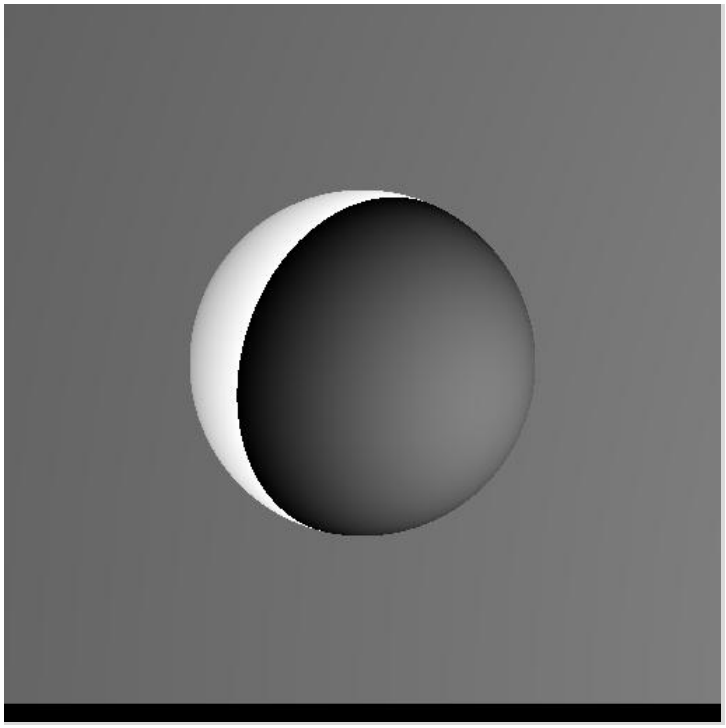
V0 = { 2.0, 0.0, 0.0 }

V1 = { 2.0, 0.0, 2.0 }

V2 = { 4.0, 2.0, 2.0 }

V3 = { 4.0, 2.0, 0.0 }

LPR = { -10.0, 10.0, 2.0 }



VRP = { 0.0, 6.0, 0.0 }

VPN = { 0.0, -1.0, 0.0 }

VUP = { 0.0, 0.0, 1.0 }

V0 = { 0.0, 0.0, 2.0 }

V1 = { 0.0, 0.0, 4.0 }

V2 = { 2.0, 0.0, 4.0 }

V3 = { 2.0, 0.0, 2.0 }

LPR = { -10.0, 10.0, 2.0 }