

Assignment 1, CG (Report)

- Ajay Chhajer (IMT2019006)

1. In C.2.a, primitives are immutable while in C.2.b the primitives are mutable. Therefore, in C.2.a, we can just avoid the usage of the multiple transformation matrices. values of primitives and have a single transformation matrix whereas in method 2 we have to maintain multiple transformation matrices.
2. Move Event API is critical in the implementation of “picking” using the mouse click button.
3. Instead of translating pixel-wise, just use mouse click and move the primitive will reduce the number of key click events.
4. Centroid is the point by which we will transform a particular set of widgets. In mode 2, we take the centroid of whole figure and in mode 1, we take centroid of the widget which is at a minimum distance from the mouse click. In rotation and scaling we need to translate the origin to centroid and perform scaling and rotating and translate back.