**Worksheet 7 – Theory**

**Part 2:**

**Explain the transformation:**

If the texMatrix is not changed after drawing the sphere the result will look like this:

A picture containing sky, outdoor, sign, day

Description automatically generated

In order to go to from clip coordinates to camera coordinates the inverse of the projection matrix is used. Furthermore, to get the direction vectors in world coordinates the modelViewMatrix is also inversed. By multiplying both results the final texture for the quad is obtain and by using it in the shader, the quad is going to fill the whole canvas:

A basketball on a basketball court

Description automatically generated with medium confidence