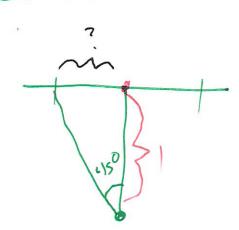
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Computer Graphics
Lecture Page / / \_\_\_

Ray tracing in Real Life

1. y is down.

-31-2

2 Camera Size in Screen Space





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Yay Tracing in Real Life

Lecture 22 Page  $\frac{1}{2}$ 3. roA  $(ro_{X} + rd_{X}T) + B(ro_{Y} + rd_{Y}T) + C(ra_{X}T + rd_{Z}T) + d$ rd

ro · abc + rd. abc. T + d = 0abc

rd. abc. T = -d - ro · abc  $T = \frac{-d - ro \cdot abc}{rd \cdot abc}$