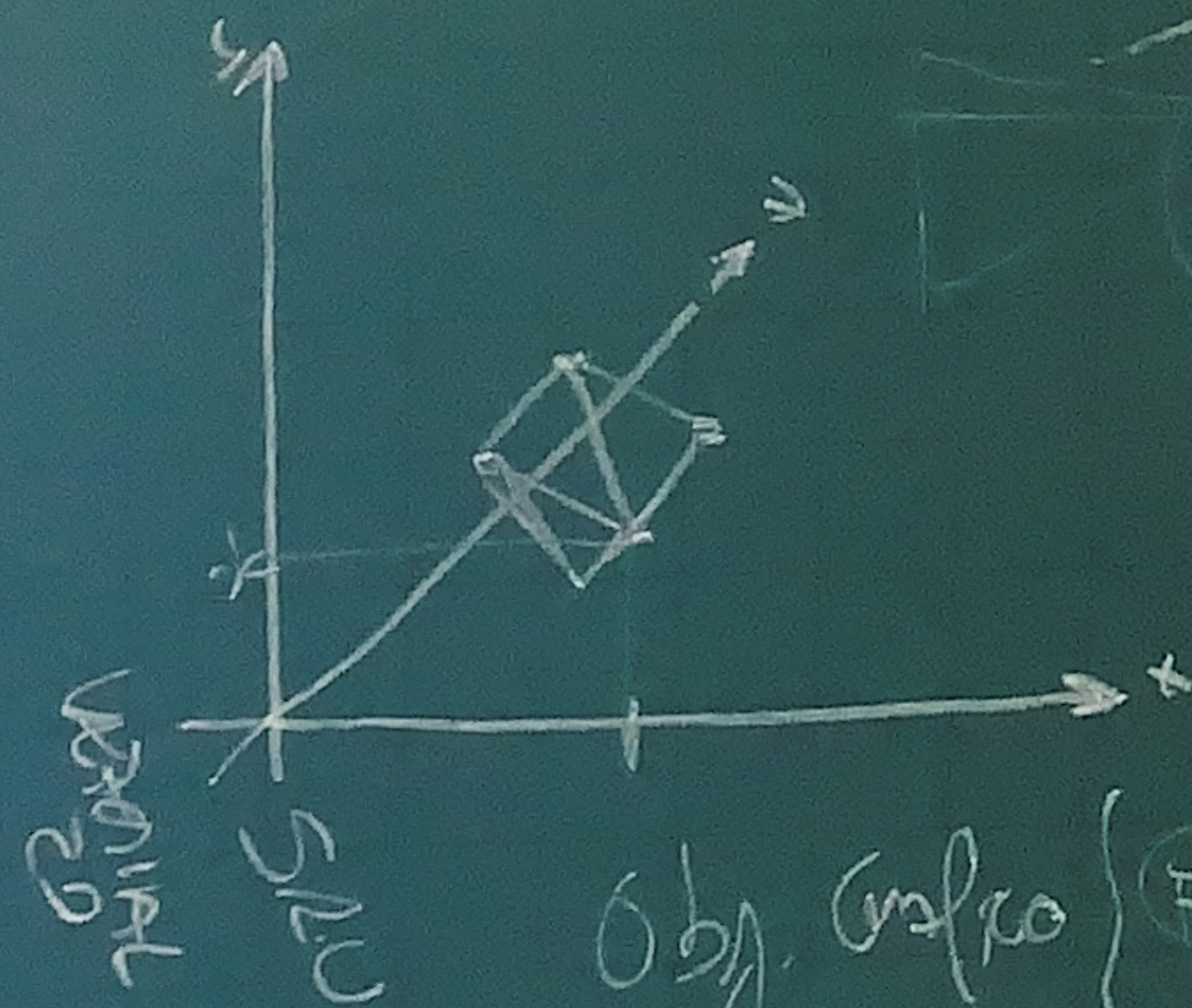


# Unidade 2 - CG Computação Gráfica

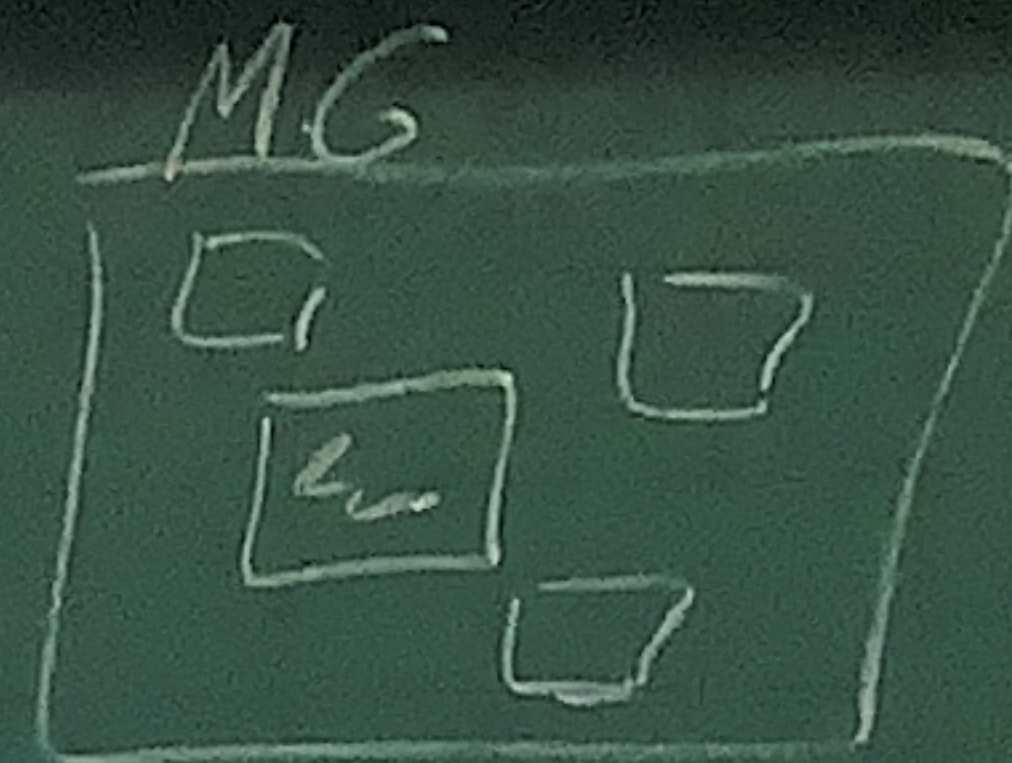
Pergunta: "RENDER"

MODELO DE DADOS

"CG-3D"



Obj. Gráfico {  
 FORMA  
 APARÊNCIA  
 ANIMAÇÃO



Pipeline Gráfico  
"RENDER"

OpenGL

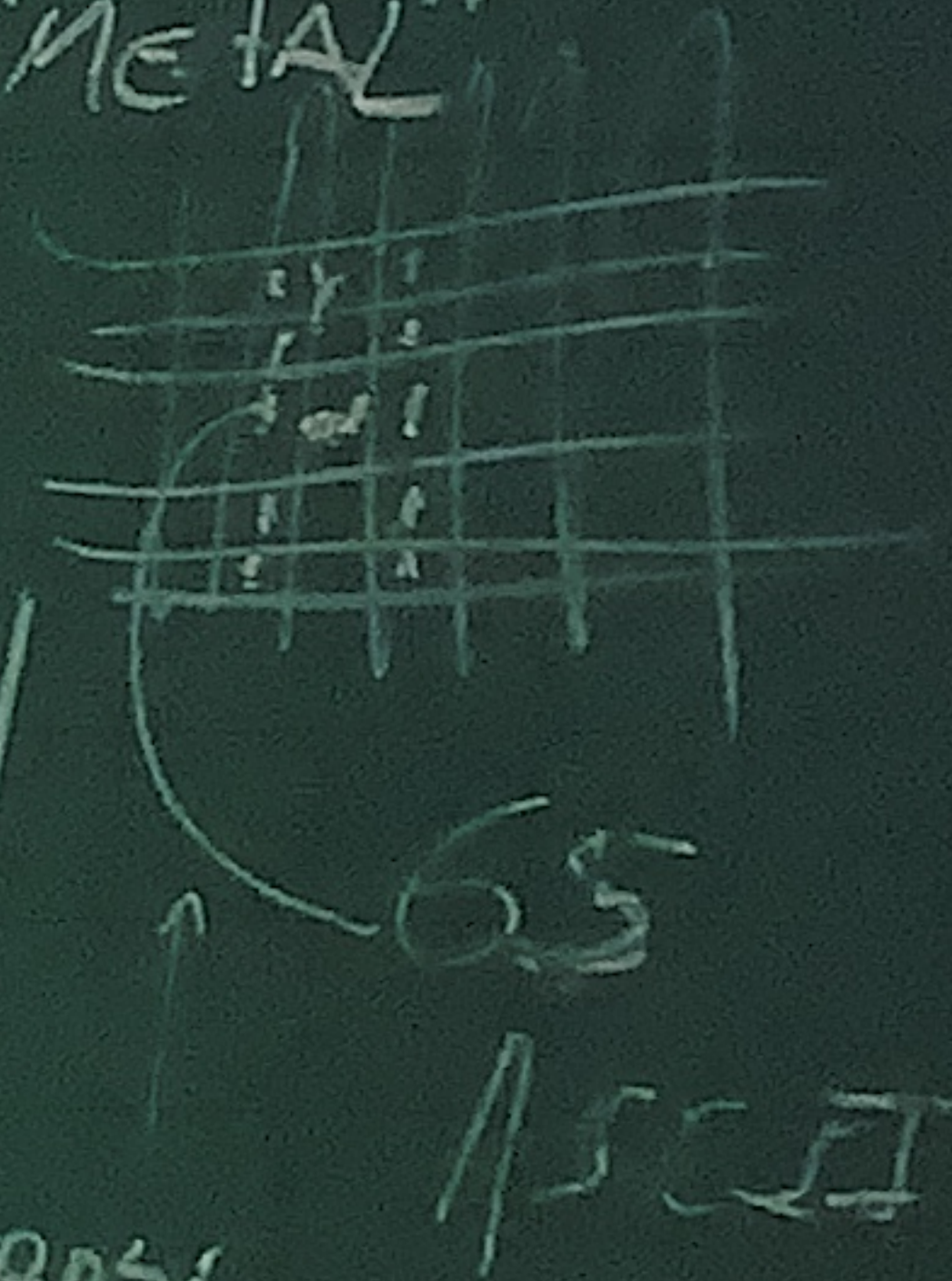
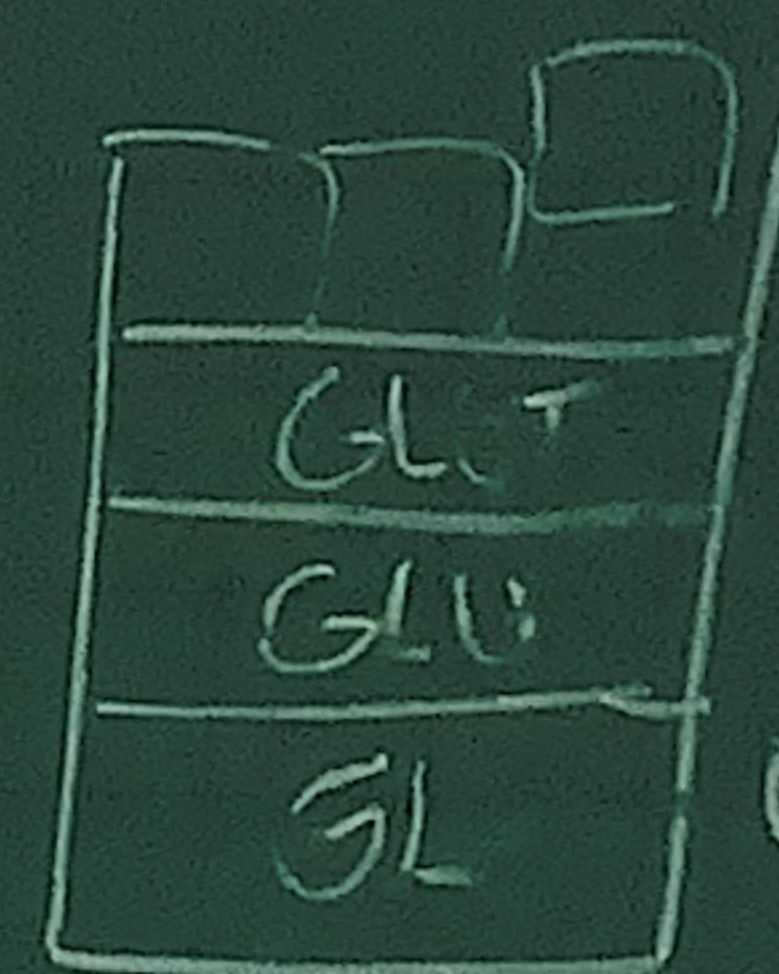
Vulkan

TELA

2D / 3D / 4D / 5D

FPS

OPACO S - "RENDER"  
 [ "METAL" ]



MS DOS  
 → WINDOWS  
 → "DIRECT X"  
 MOTOGRAPH



DADOS { ~~matriz~~   
 vetorial   
 2D   
 1D, 2D, 3D, 4D, ... 10D

Primitivas Gráficas

1 ponto

2 pontos

3 pontos  
polígono  
triângulo

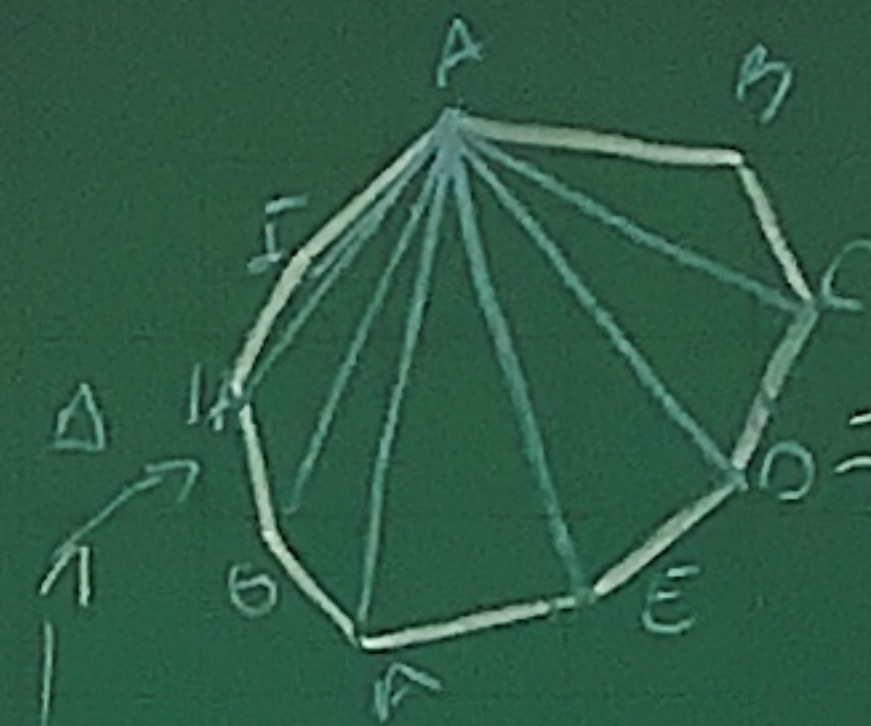
4 pontos



CONVEXOS

CONCAVOS

entrelaçados



cobertura CONVEXA  
CONVEX HULL

