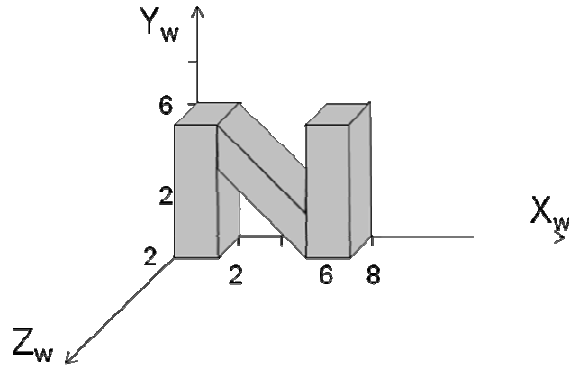# Graphics 2

CLASS EXERCISE: VIRTUAL CAMERA

February 2012

The figure below shows a sketch of an object:

Calculate perspective projection of the above object given its vertex table and the following viewing parameters:

- viewpoint at VRP = (12, 36, 22)
- direction of viewing: towards the point (2, 6, 2)
- viewing distance D = 10

	Vertex table			
V1	0	0	2	1
V2	2	0	2	1
V3	2	0	0	1
V4	0	0	0	1
V5	0	6	2	1
V6	2	6	2	1
V7	2	6	0	1
V8	0	6	0	1
V9	6	0	2	1
V10	8	0	2	1
V11	8	0	0	1
V12	6	0	0	1
V13	6	6	2	1
V14	8	6	2	1
V15	8	6	0	1
V16	6	6	0	1