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CST-310

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Topic 2 Lab Question 2

One question I have for project 3 is when we render the objects will we be creating the objects in 3D and then using a depth buffer to extrapolate the view from our taken image or will we be generating the scene in 2D not worrying about the z-axis?

For project 4 it mentions a “virtual camera” what does this mean and when it comes to the translation and rotation of the scene will we be doing that by moving this “virtual camera” or by manipulating the objects with a transformation matrix similar to what I had done with rotation and zoom in project 1?

For project 5 I am curious if, for the more detailed graphics, we can use created assets acquired through other means or if we will be creating our own assets for trees, cars, walls, etc.