

CS 405 Computer Graphics

Assignment 3 Volume-Rendering

1

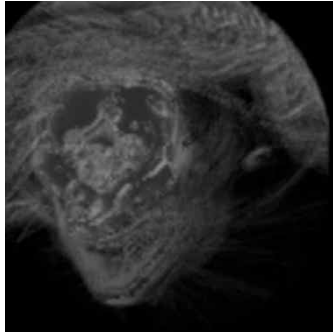
Prof. Xue Dong Yang

Date 2023-03-20

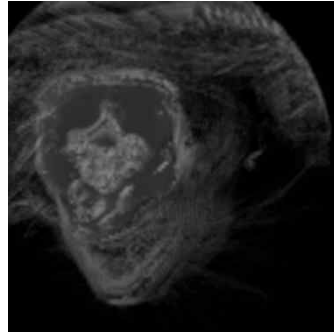
Name Hoon Seok Kim

Std. # 200452816

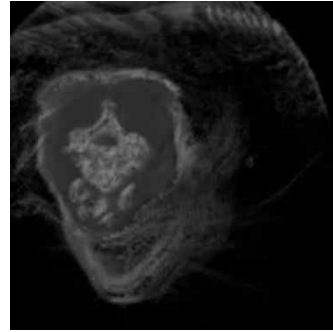
1. Original



$\epsilon = 2.25$

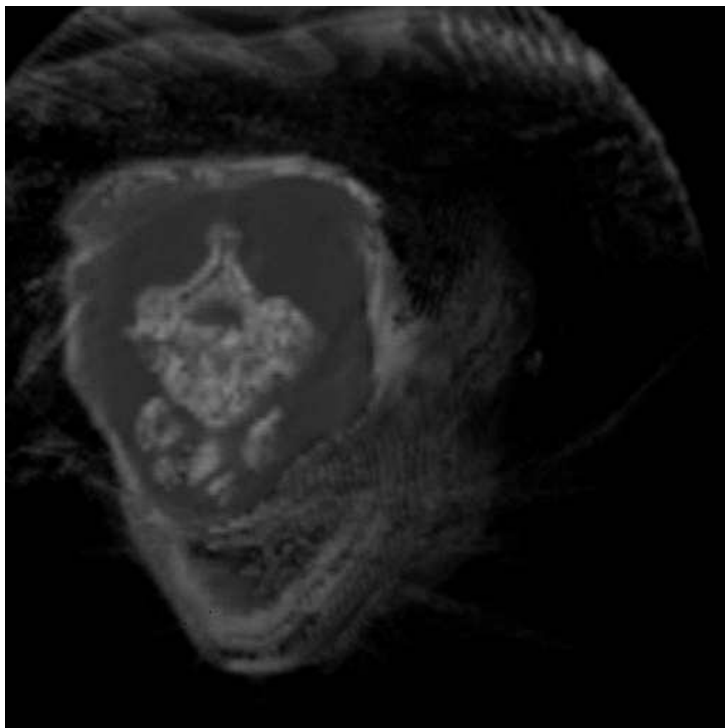


$\epsilon = 4.25$

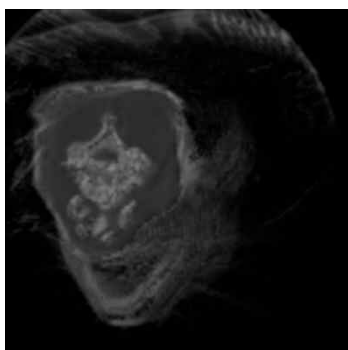


$\epsilon = 6.25$

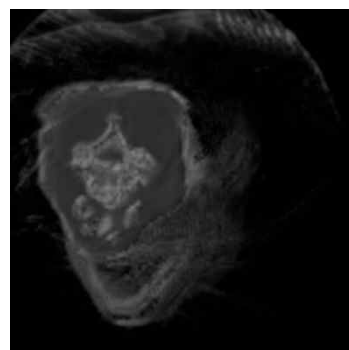
2



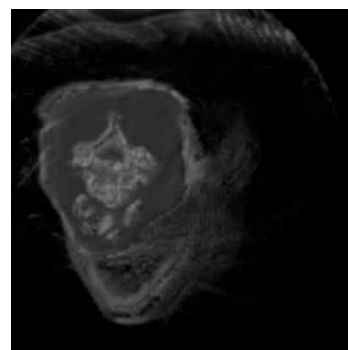
$\epsilon = 7.25$ \leq Chose 7.25



$\epsilon = 8.00$



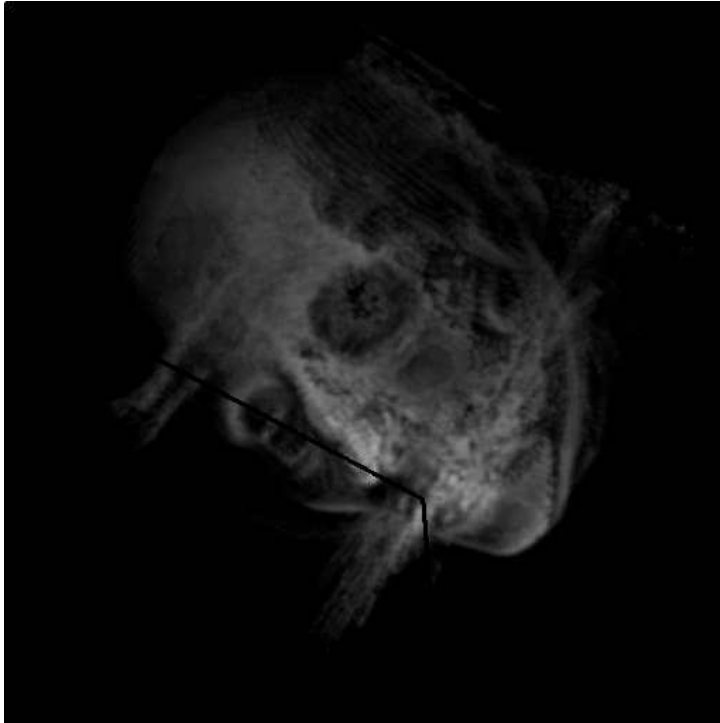
$\epsilon = 8.75$



$\epsilon = 9.25$

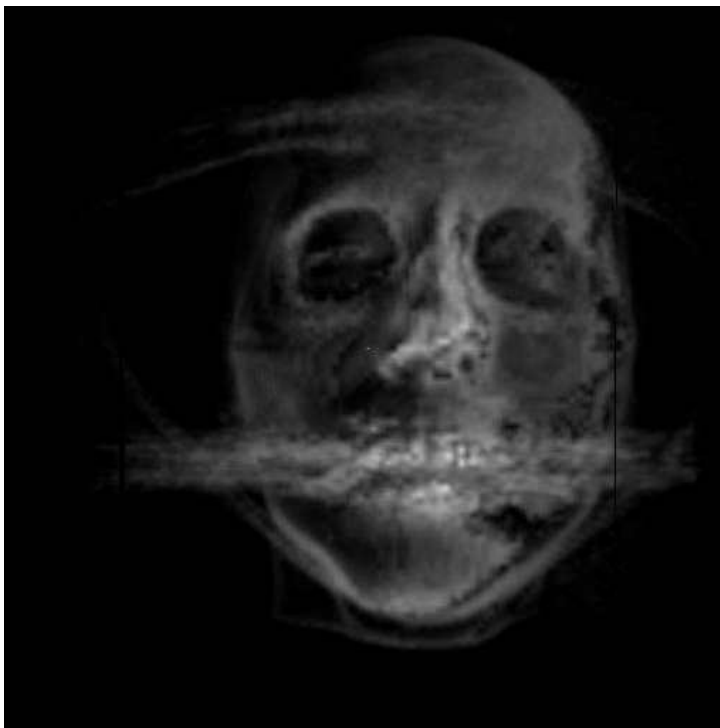
2. Move Camera VUP = (0,1,0), VPN = VRP to Center of Object

2-1) VRP (-35, -144, 0)

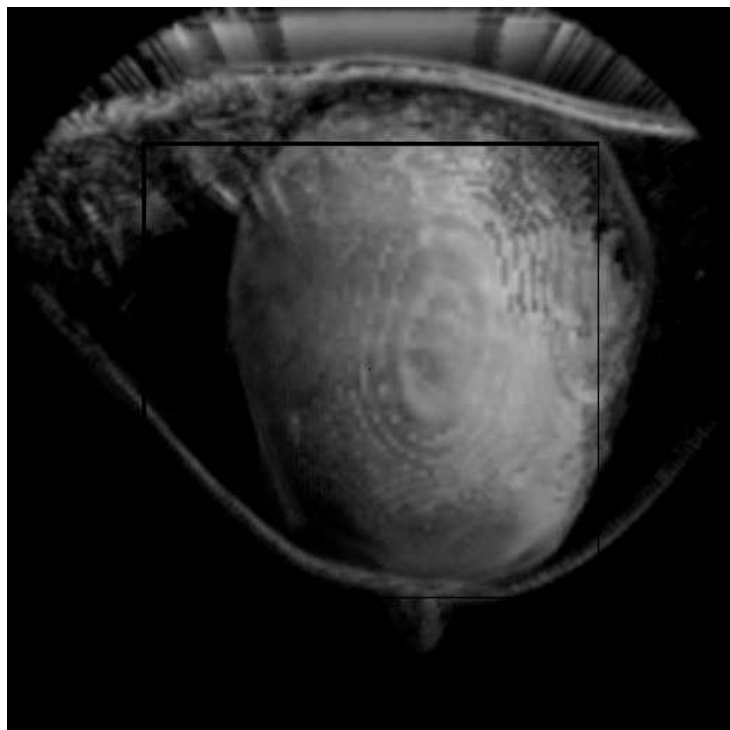


3

2-2) VRP (64, -140, 60)



2-3) VRP (64, 64, 164)



4

2-4) VRP (210, 50, 220)

