3D Computer Graphics

The Tech that Powers Video Games

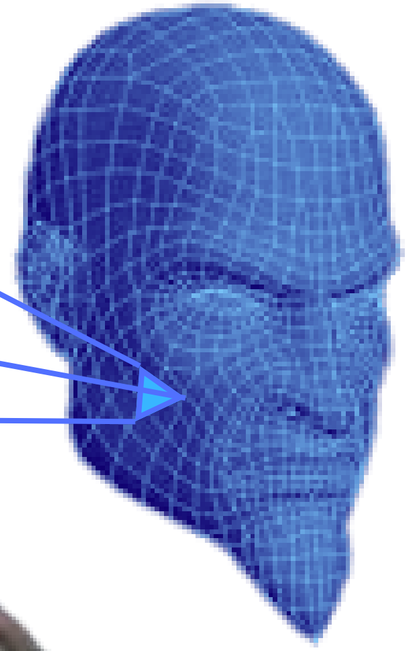
By **Maaz Malik**

Everything, is a bunch of triangles

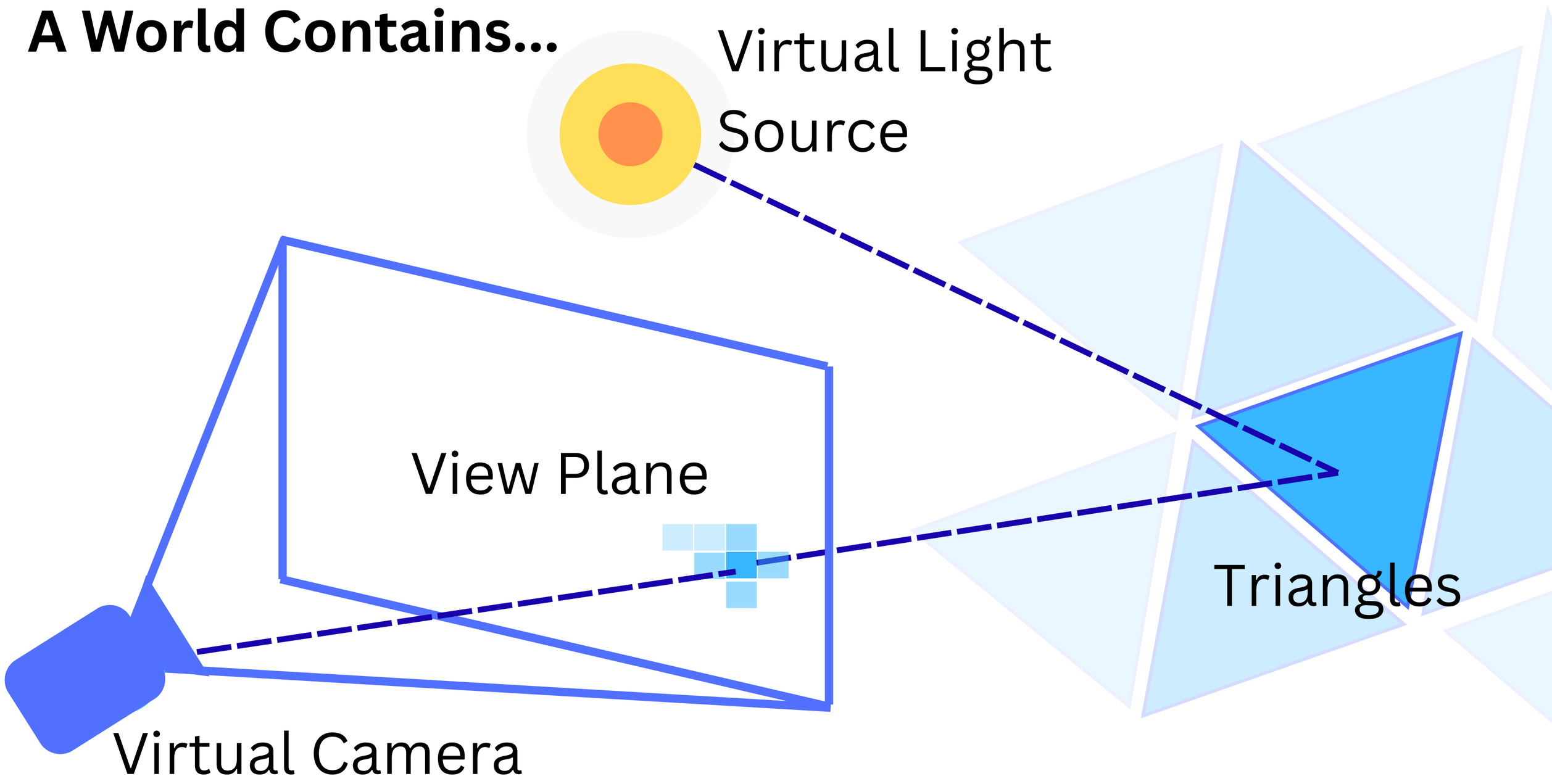
(x3,y3,z3)

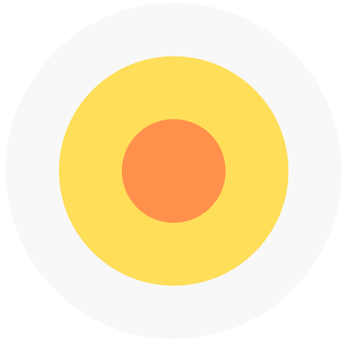
(x2,y2,z2)

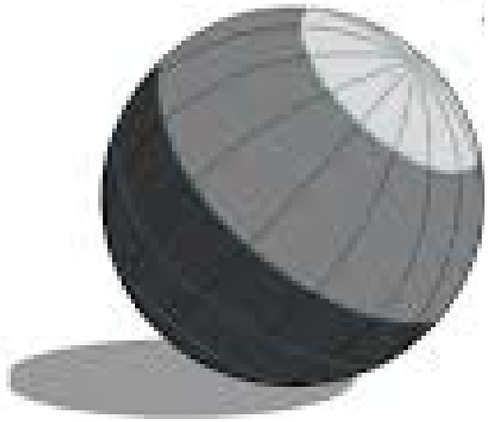
(x1,y1,z1)

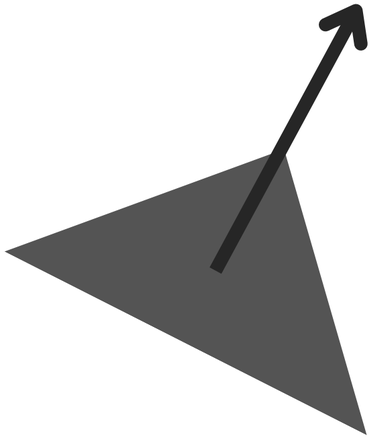


A World Contains...



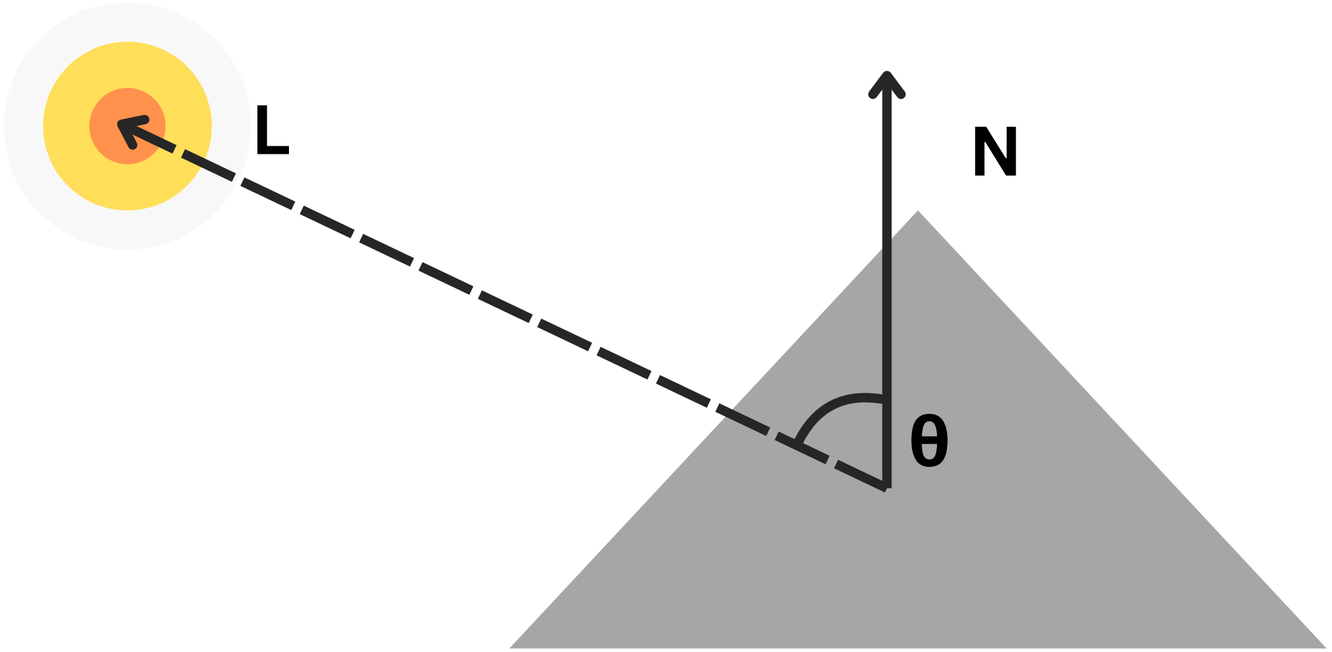






Where is it facing?

Where is it facing?

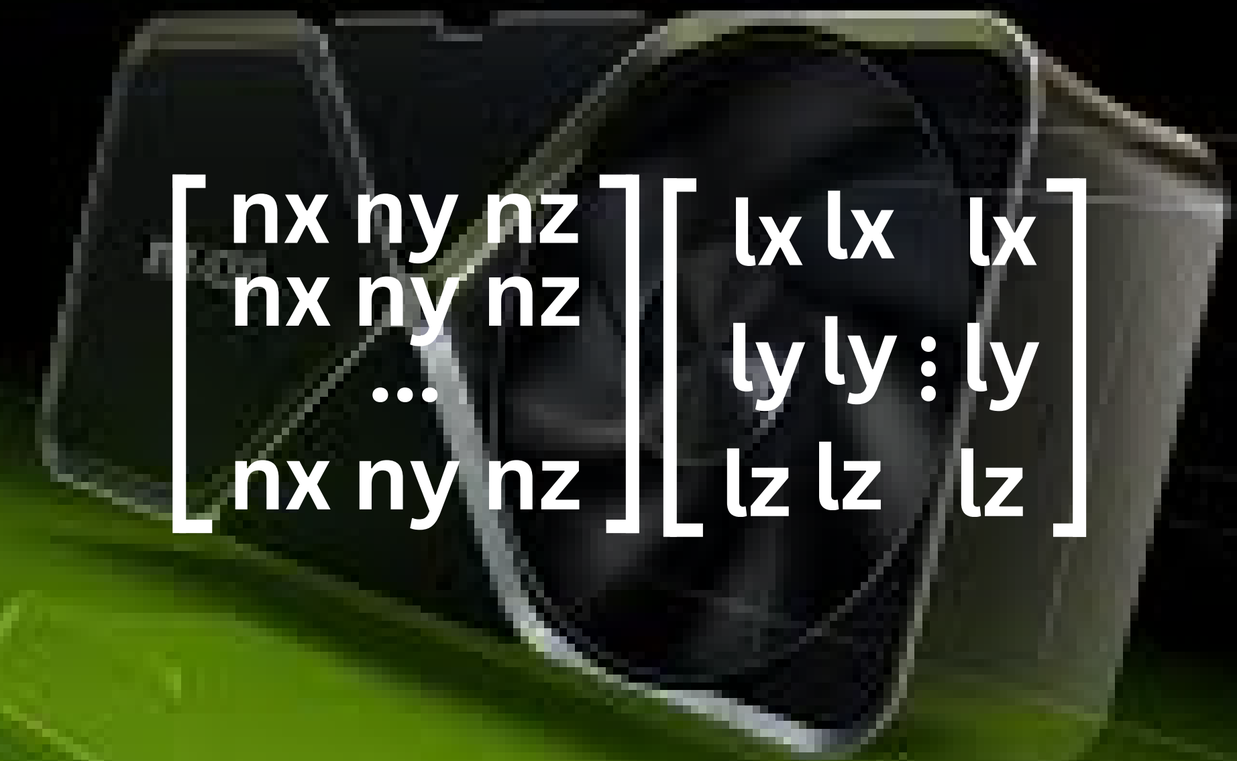


$$\cos\theta = \frac{N \cdot L}{|N||L|}$$

$$NL^{T}$$

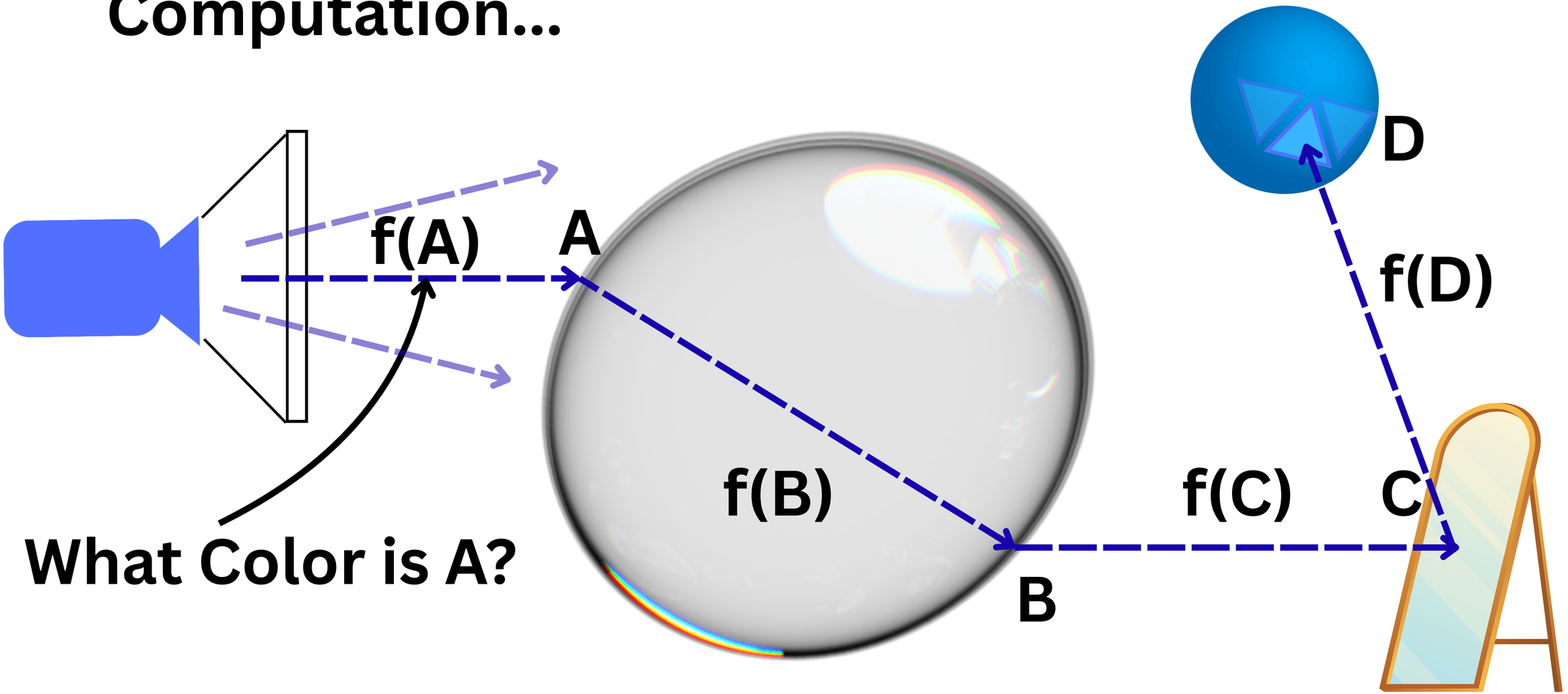
$$[nx\ ny\ nz] \begin{bmatrix} lx \\ ly \\ lz \end{bmatrix}$$

Just One Task...

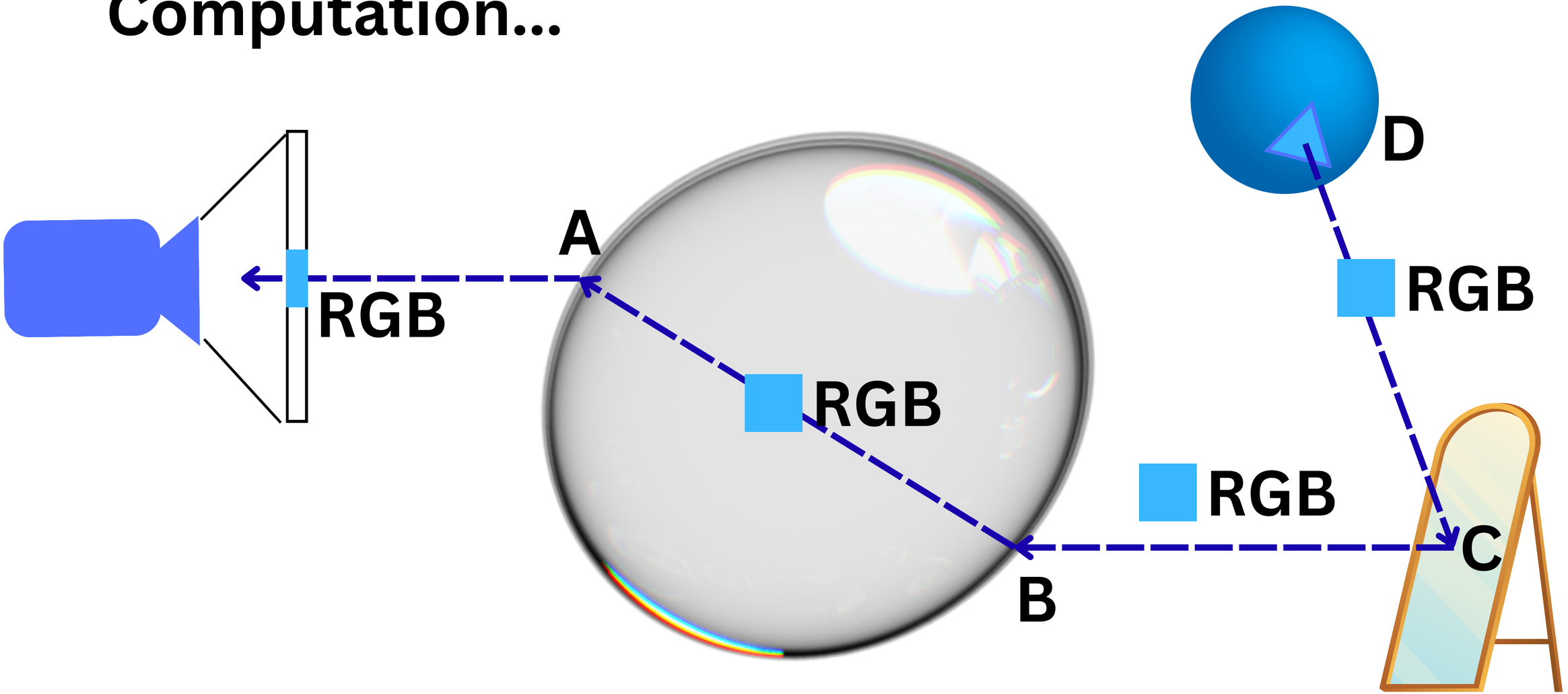


Matrix Multiplication

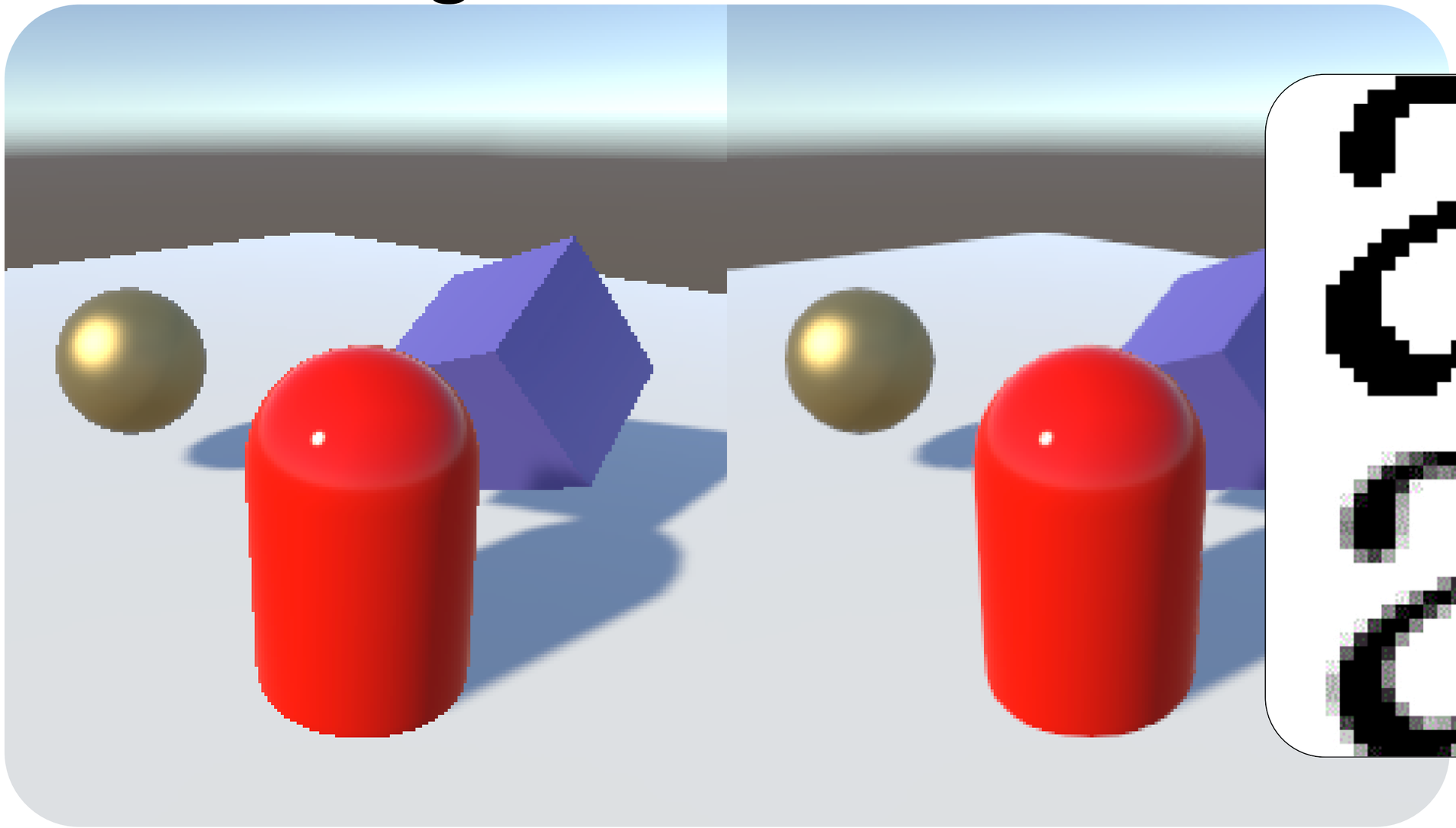
More Interactions, More Computation...



More Interactions, More Computation...



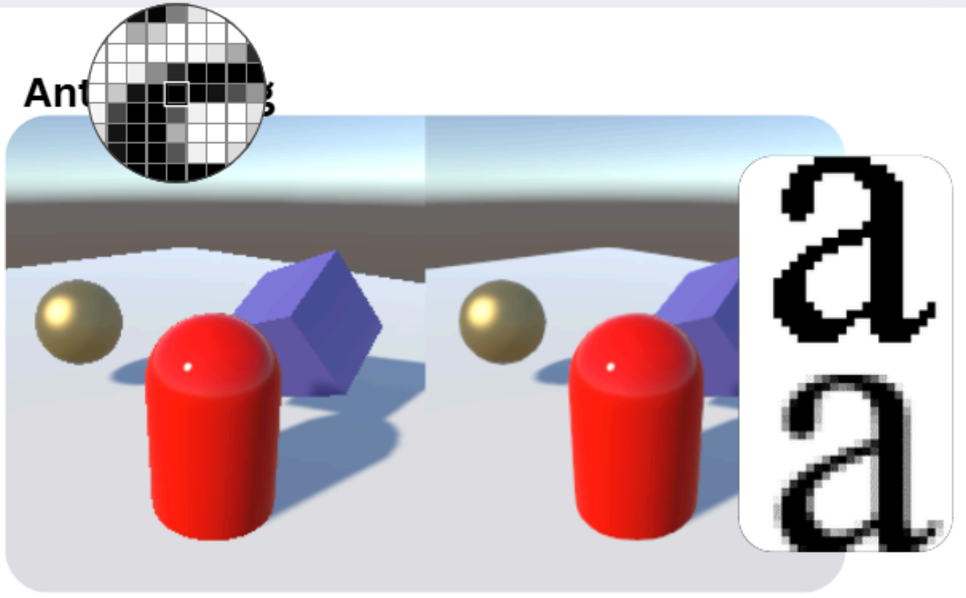
Anti Aliasing

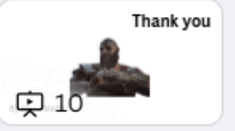


Canva Sans | 52 | Effects | Animate | Position

Gradient

See all





Notes | Timer | 30% | Pages | 9 / 10

Thank you

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