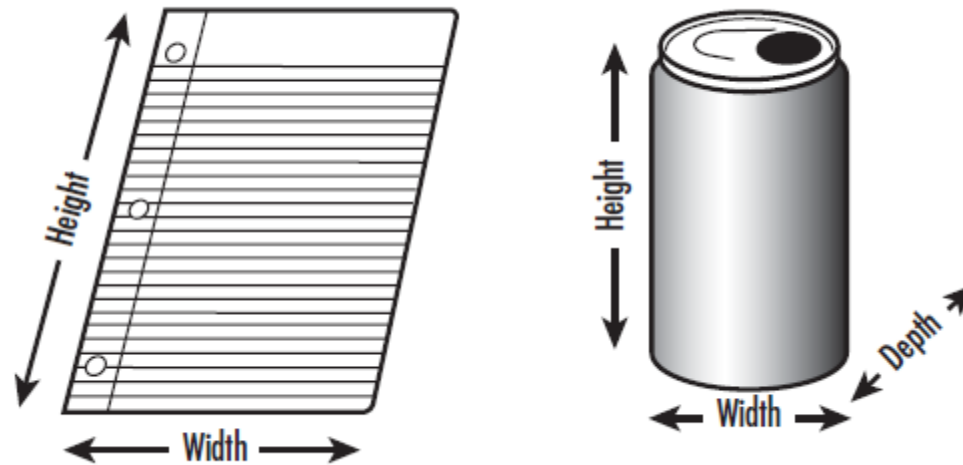


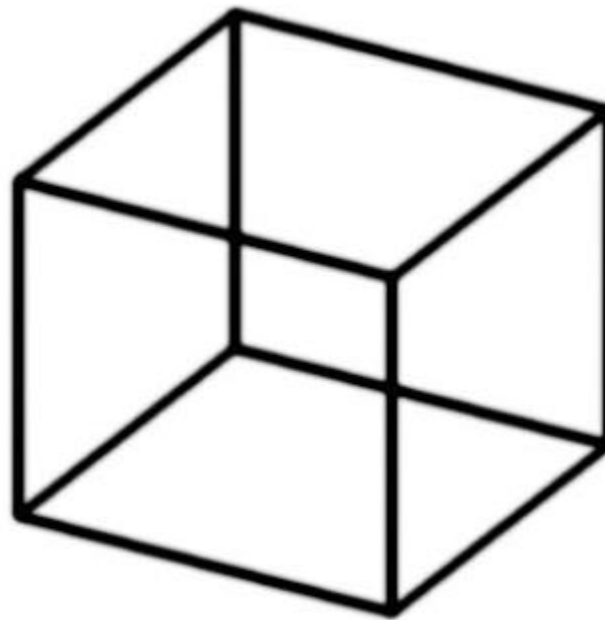
Chapitre 0

Présentation et introduction à l'infographie 3D

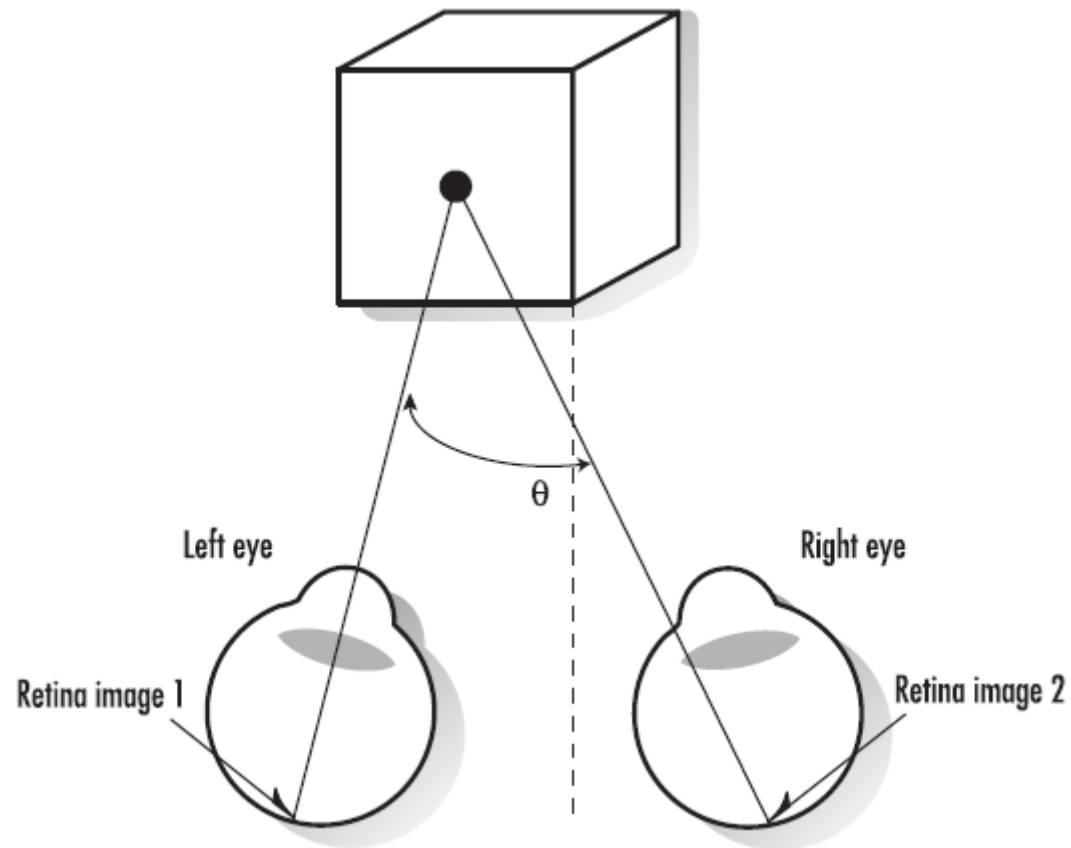
2D vs 3D

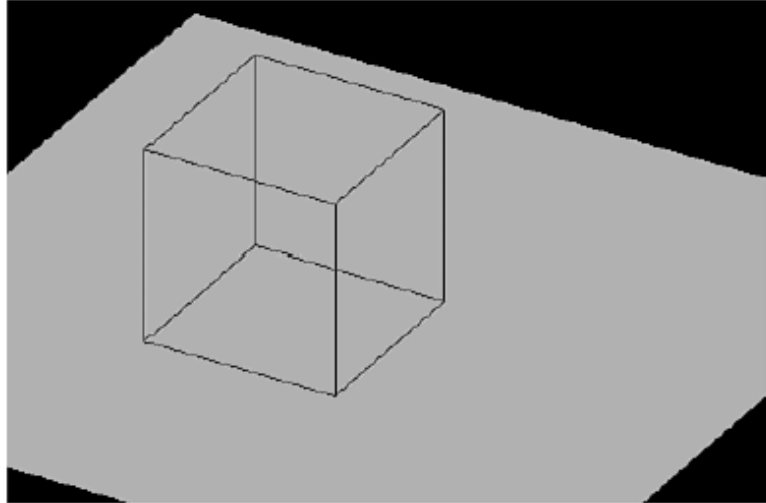
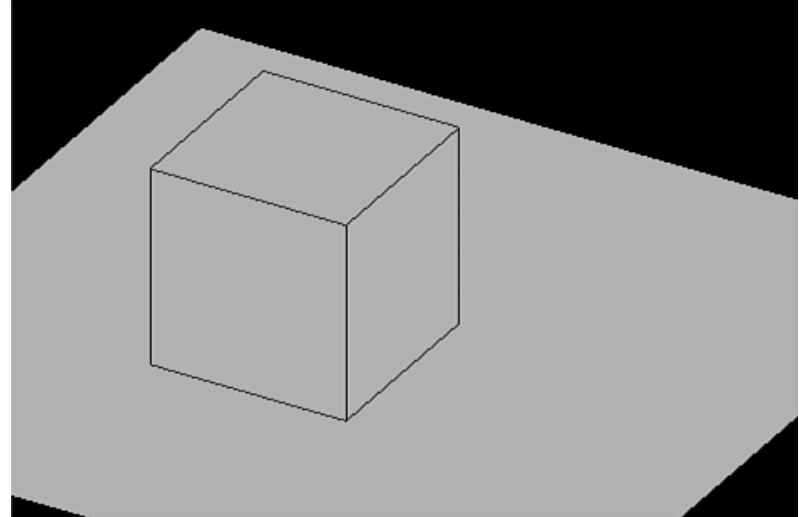
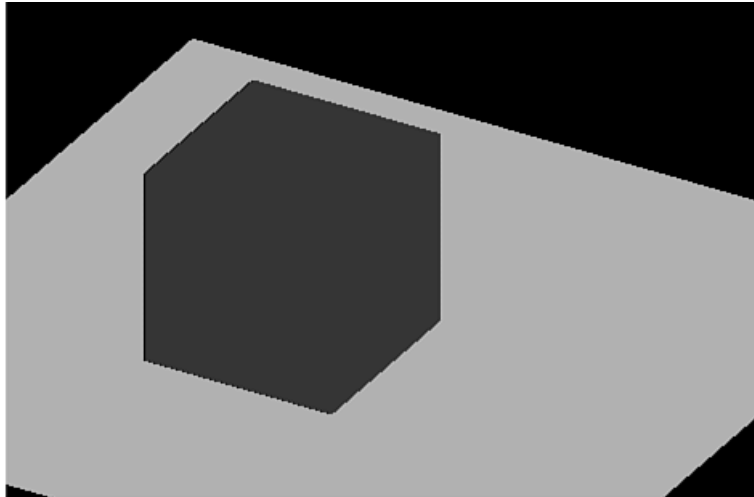
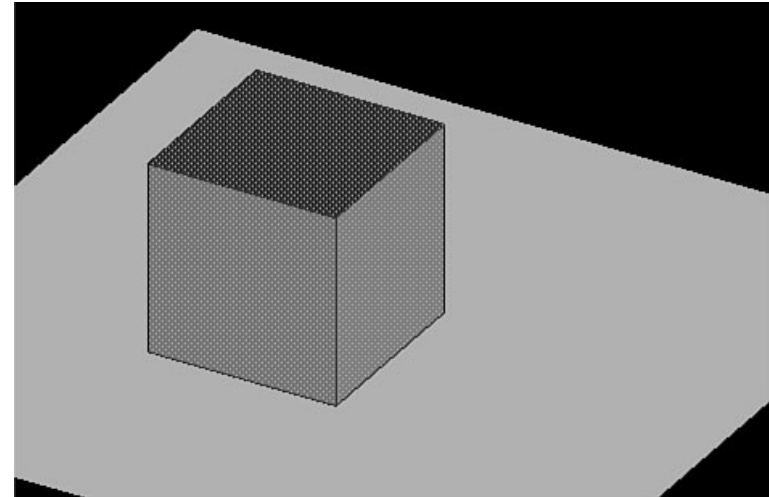


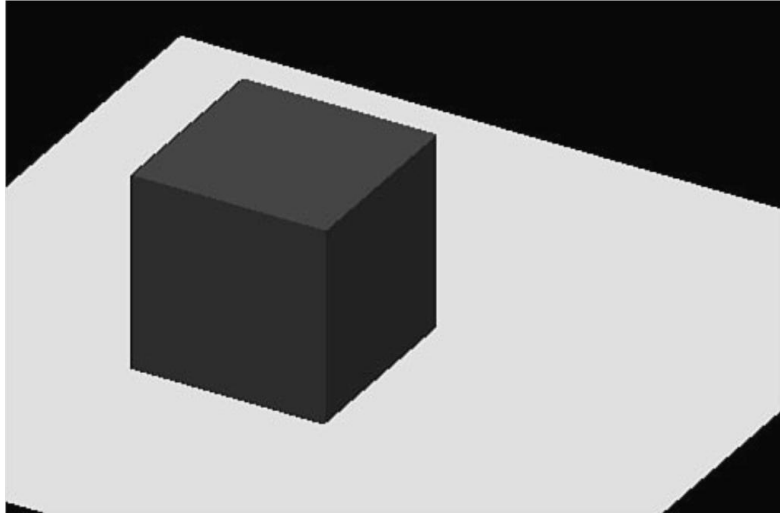
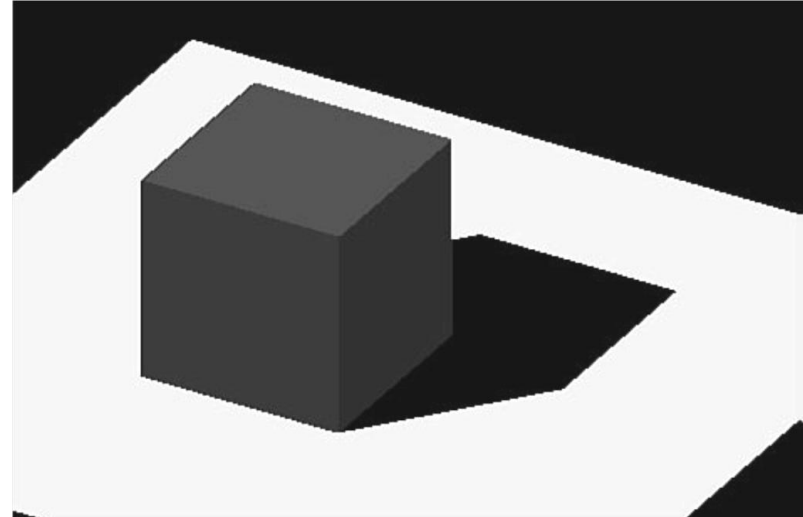
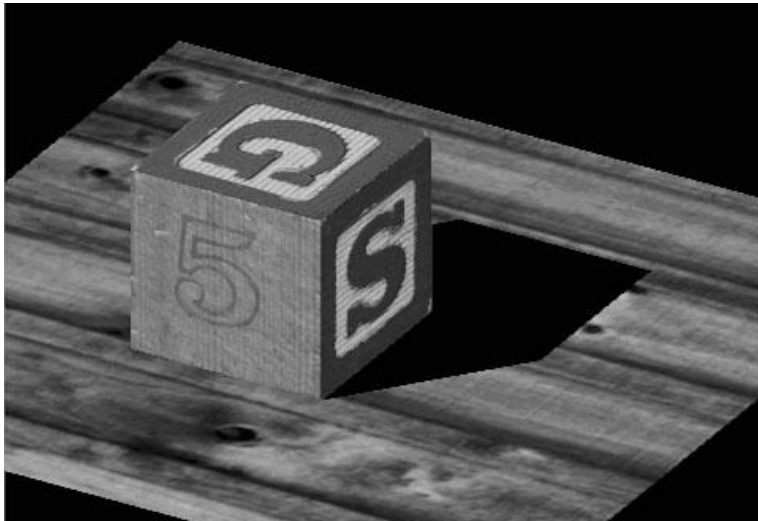
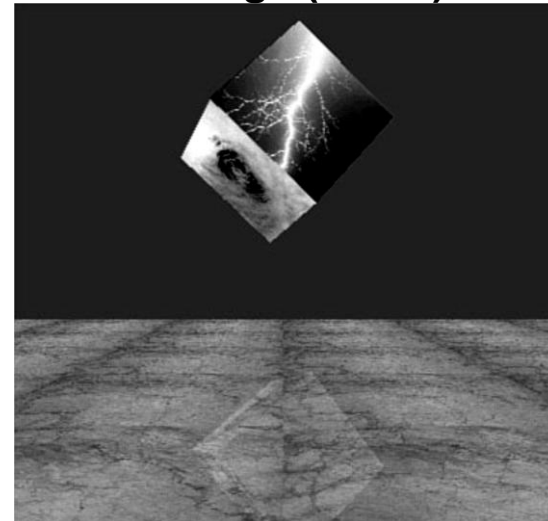
Représentation 3D



Comment notre vue fonctionne



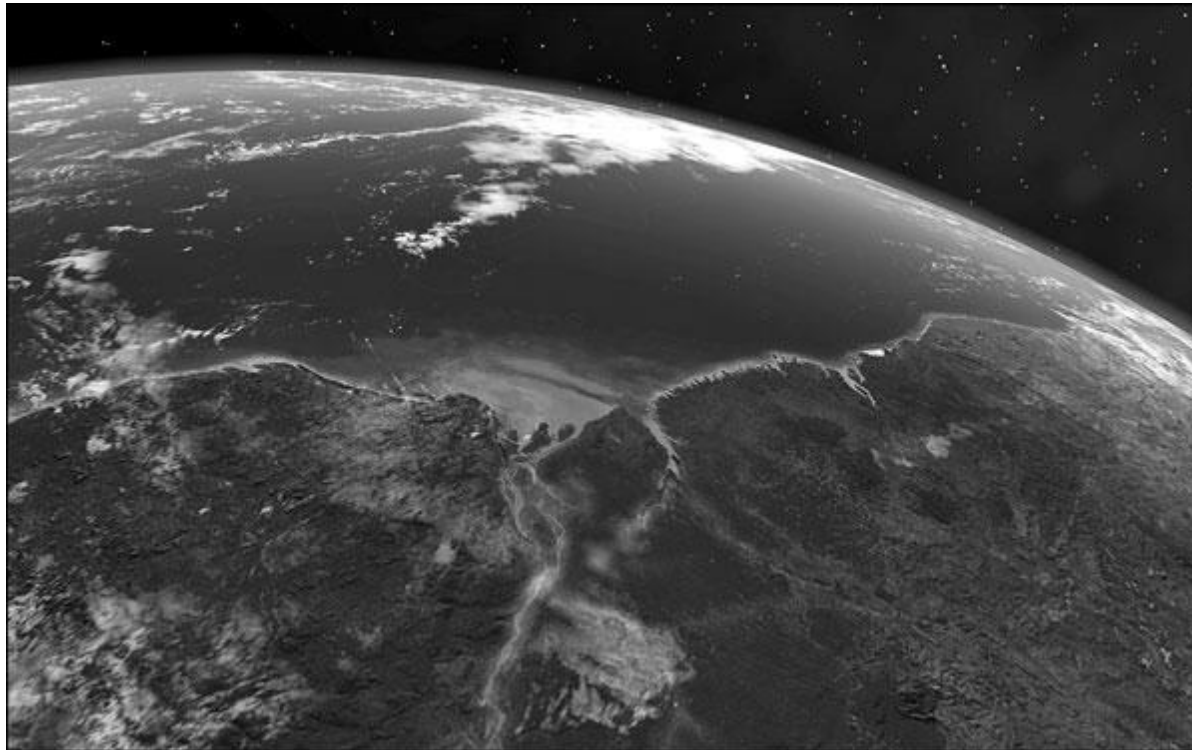
Perspective**Retrait des faces cachées****Couleur****Couleurs**

Lissage (Shading)**Ombres****Texture****Mélange (blend)**

Brouillard



Programmation sur le matériel graphique (shaders)

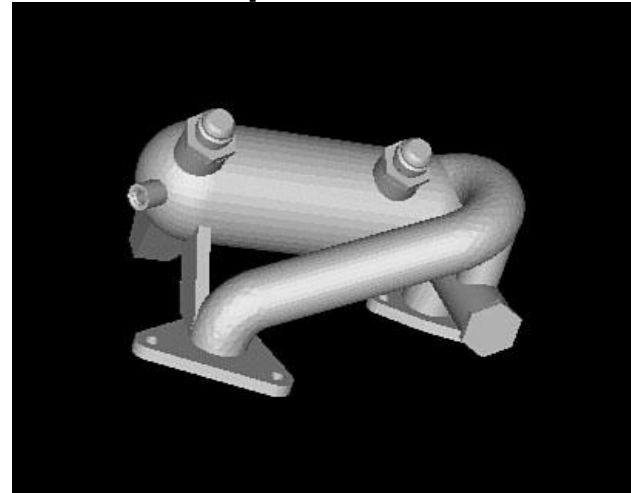


Usages de la visualisation 3D

Simulations



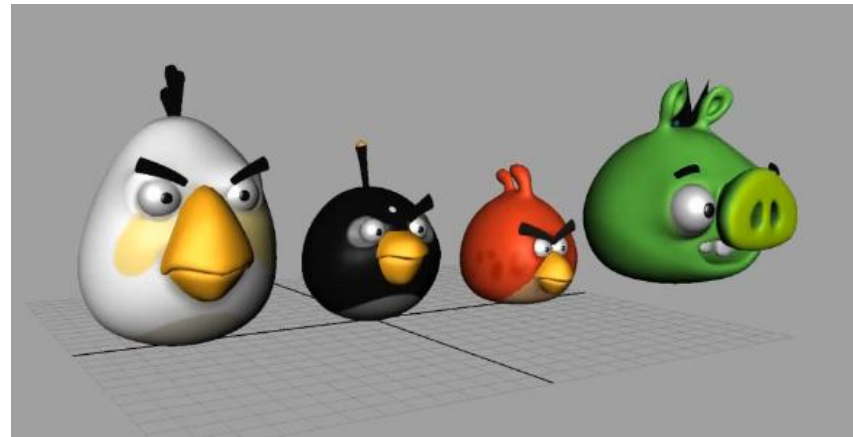
Conception assistée



Architecture

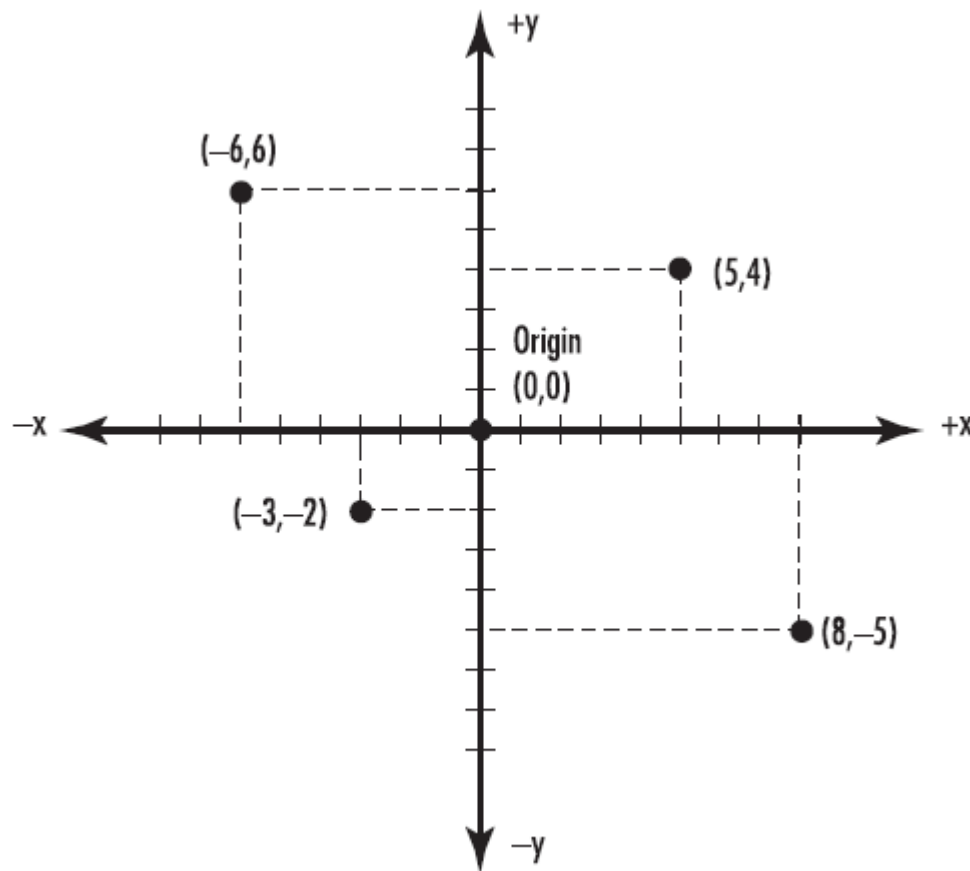


Divertissement



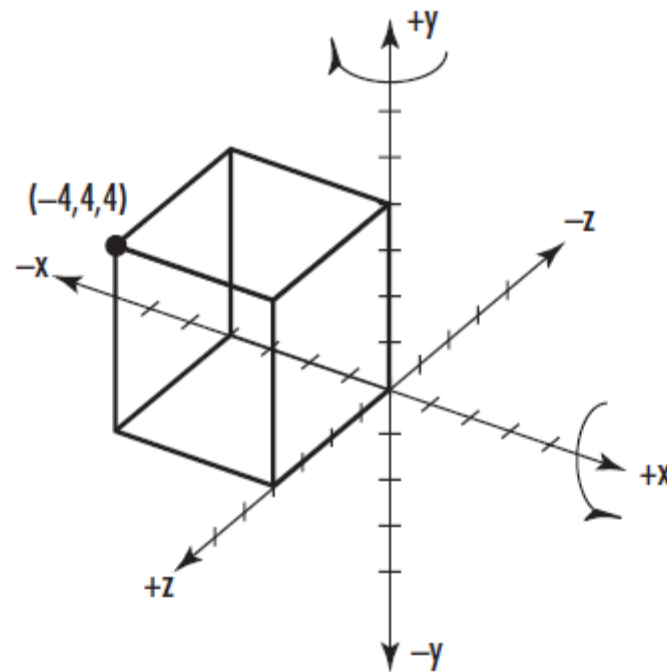
Géométrie

Le plan cartésien (2D)

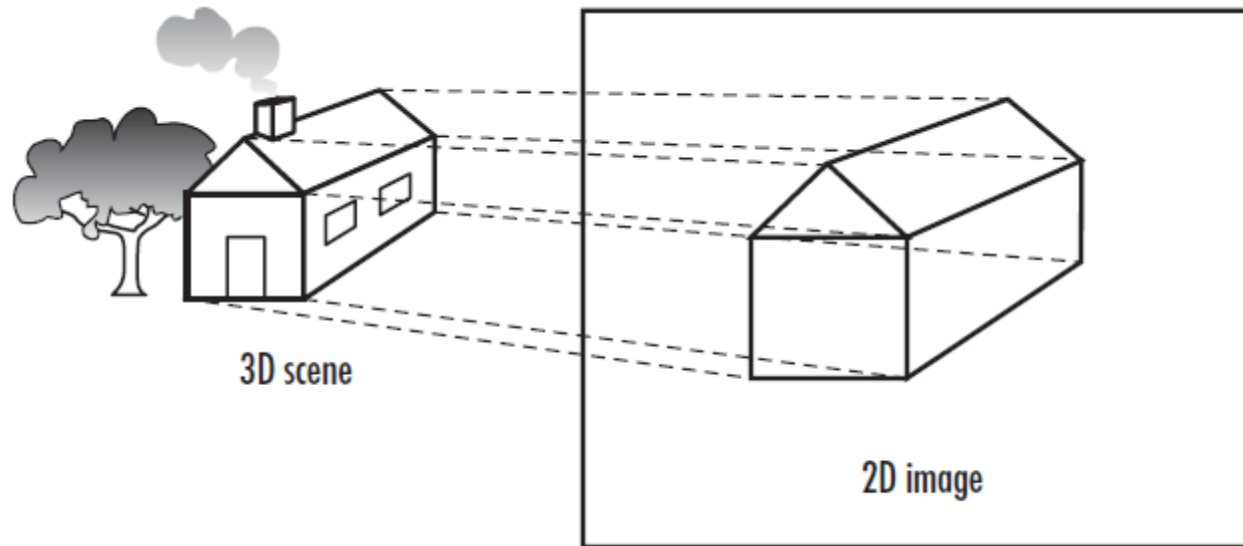


Géométrie

Coordonnées cartésiennes (3D)

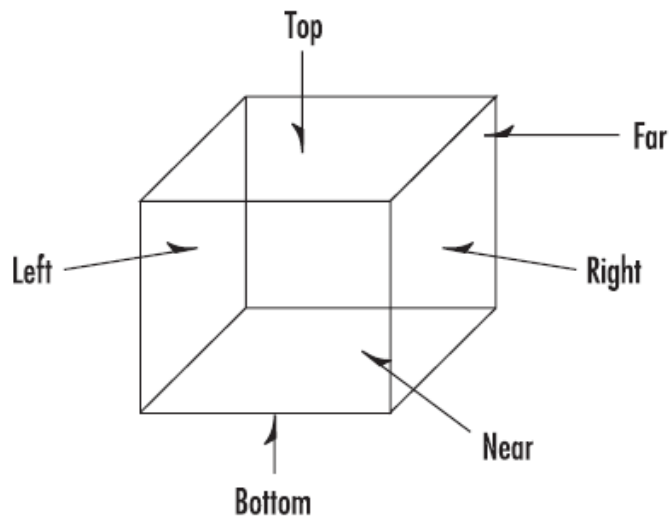


Scène 3D projetée sur un canevas 2D

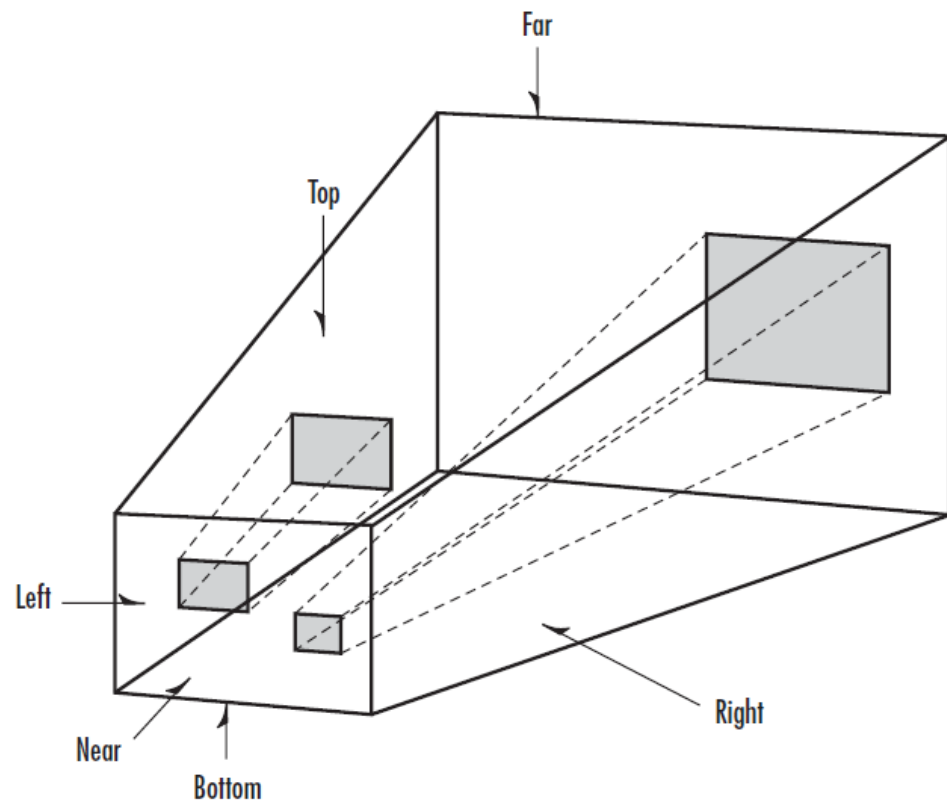


Projections

Orthographique



Perspective



Volume de projection (frustum)