Lesson1

- 课程目标和技术栈选择
  - 学习目标 https://github.com/Gocyber-world/builtopia-rasterizer-tutorial
  - 副产物目标
  - 课程形式
  - Why python
- gltf跟mesh相关的基础结构
  - https://github.com/KhronosGroup/glTF
  - Mesh and buffers https://www.khronos.org/files/gltf20-reference-guide.pdf
  - 读取代码
- 栅格化
  - https://en.wikipedia.org/wiki/Rasterisation
  - https://cg.informatik.uni-freiburg.de/course_notes/graphics_05_rasterization.pdf
  - 手写代码
- World to Camera Matrix （ORTHO part）
  - http://learnwebgl.brown37.net/08_projections/projections_ortho.html#:~:text=The%20Orthographic%20Projection%20Matrix&text=Translate%20the%20volume%20defined%20by,the%20clipping%20space's%20coordinate%20system.
  - 手写代码
- 总结和布置作业
  - https://www.cs.cmu.edu/~16385/s17/Slides/11.1_Camera_matrix.pdf
  - 生成矩阵的逻辑，增加lookat， up， fov， nearclip 输入，形成任意的pinhole camera
  - 在仓库lesson1的代码上改，每个人提分支pr
  - October 20