Rendering I

UNOmaha CSCI 4620
Computer Graphics
Lecture Page / / 3

Backward Raytracing

Forward Raytracing

2 probabilities

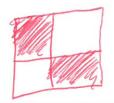
- Probability the lightray would have with the surface at that point

- Probability the light ray would have bounced to my camera.

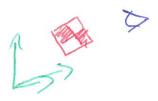
UNOmaha CSCI 4620 Computer Graphics Lecture 7 Page 2 / 3

Rendering IT

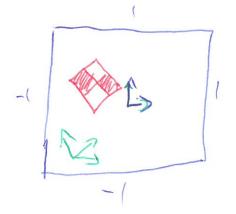
Model Space (object Space)



World Space



Camera Space



Screen Space

(Image Space)

(1024, 1024)



Cameras & Field of Viav

UNOmaha CSCI 4620 Computer Graphics Lecture 7 Page 3 / 3

Perspective

HI GFX

#22 Homans

Orthographic

