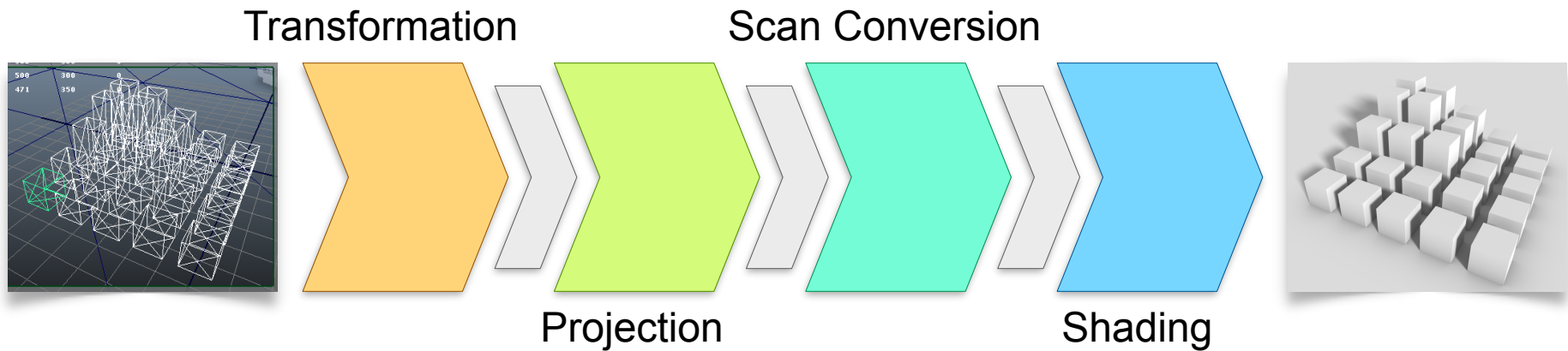


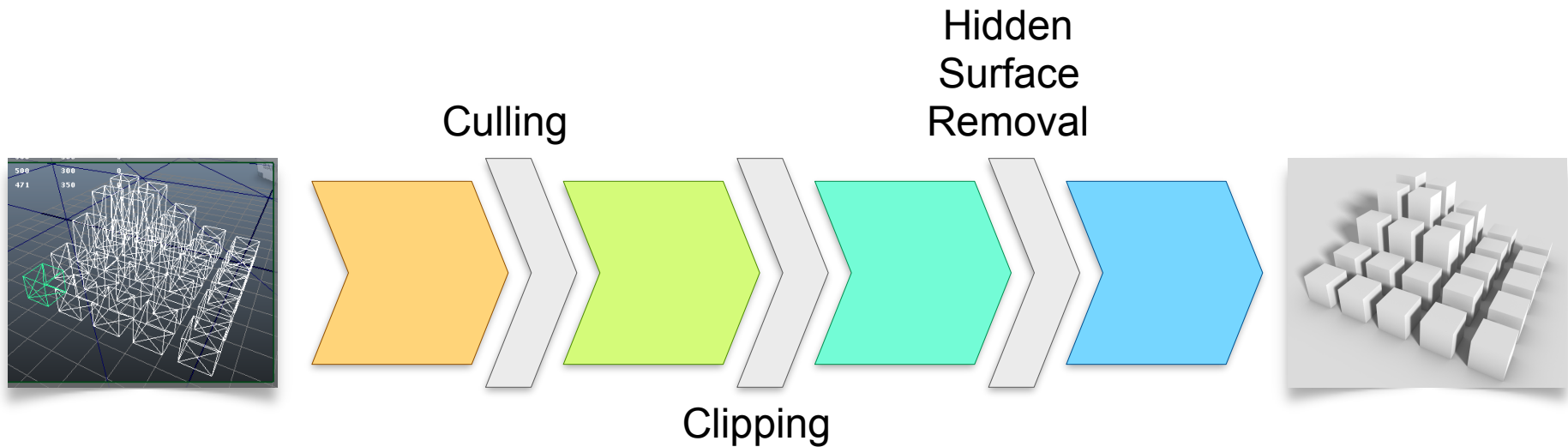
Course on Virtual Reality

Computer Graphics – Transformation

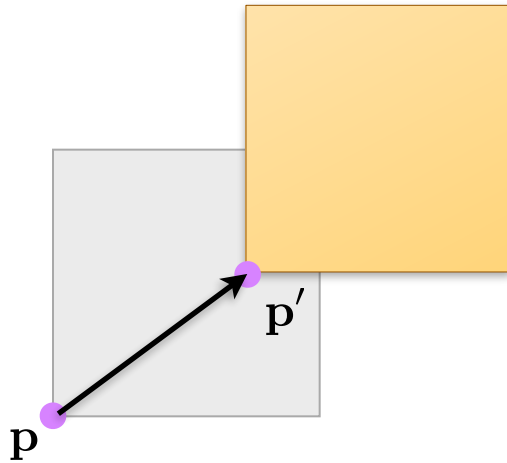
Rendering Pipeline – Overview



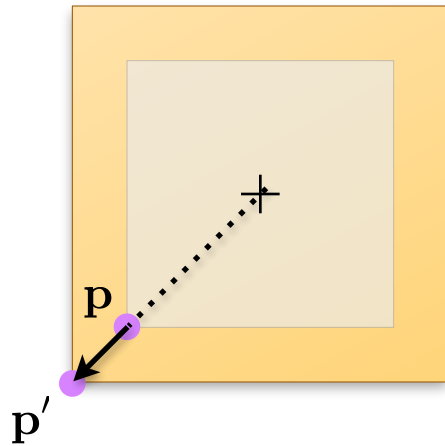
Rendering Pipeline – Overview



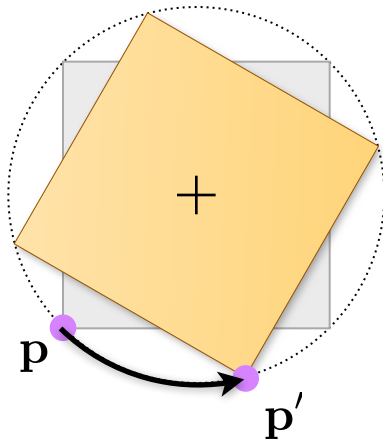
Translation



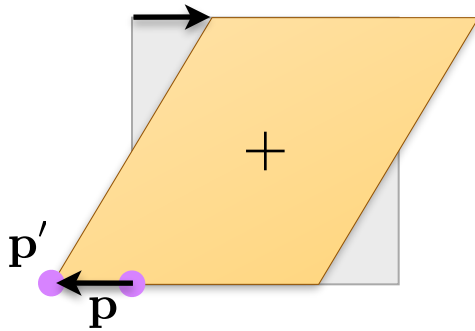
Scaling



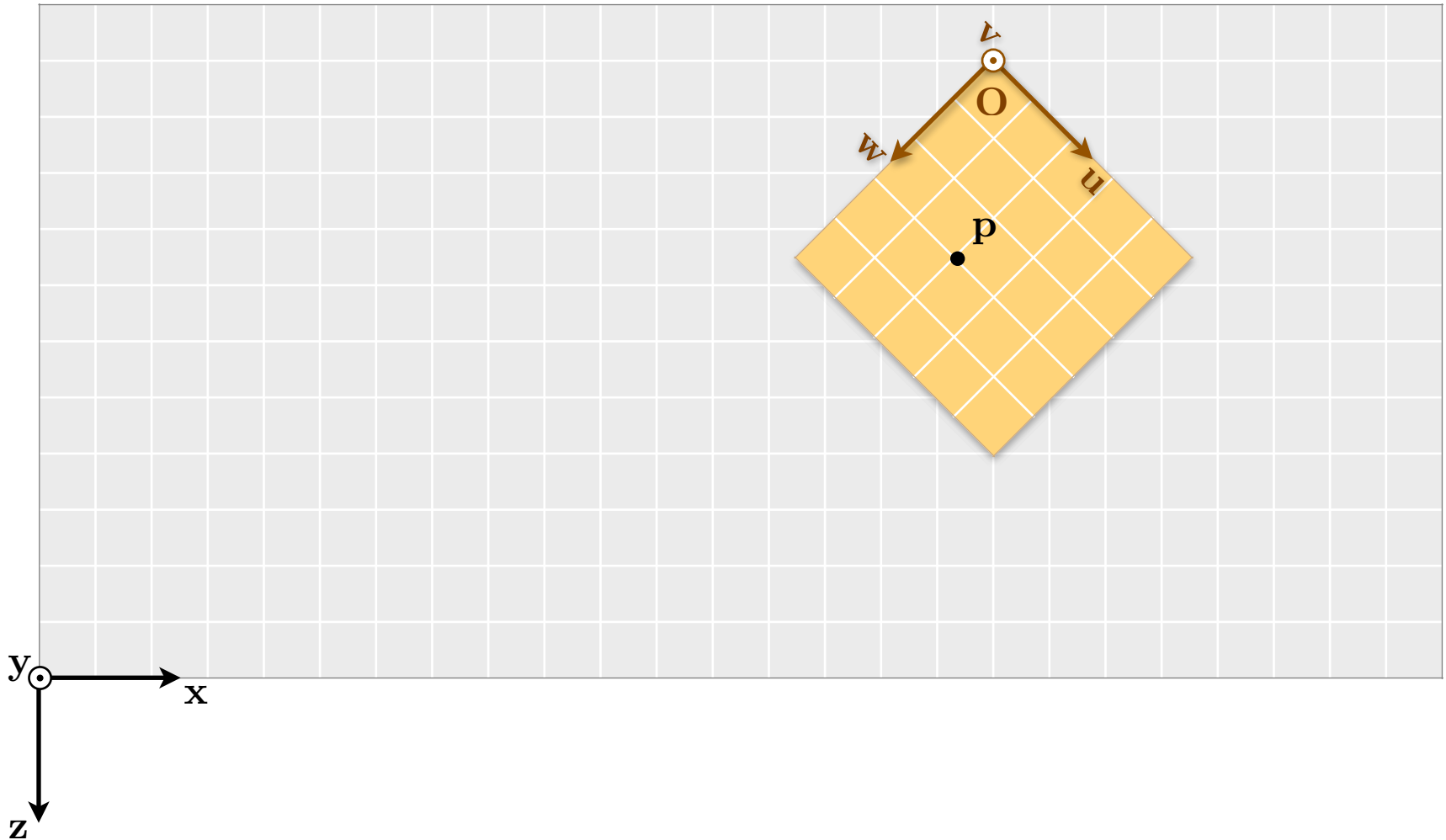
Rotation



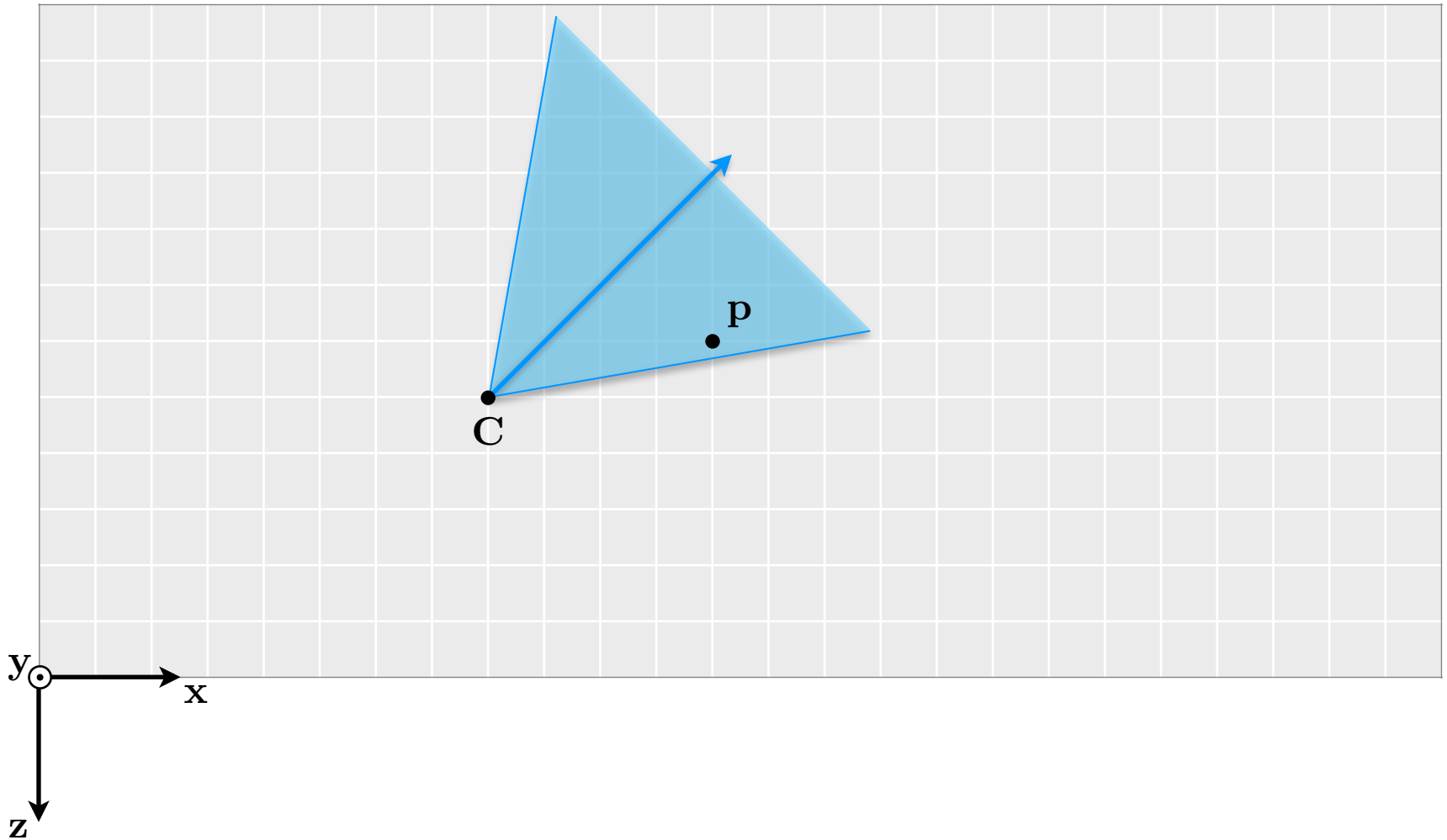
Shear



Coordinate Systems



Camera



Camera

