Computer Graphics

CSCI – 4229/5229

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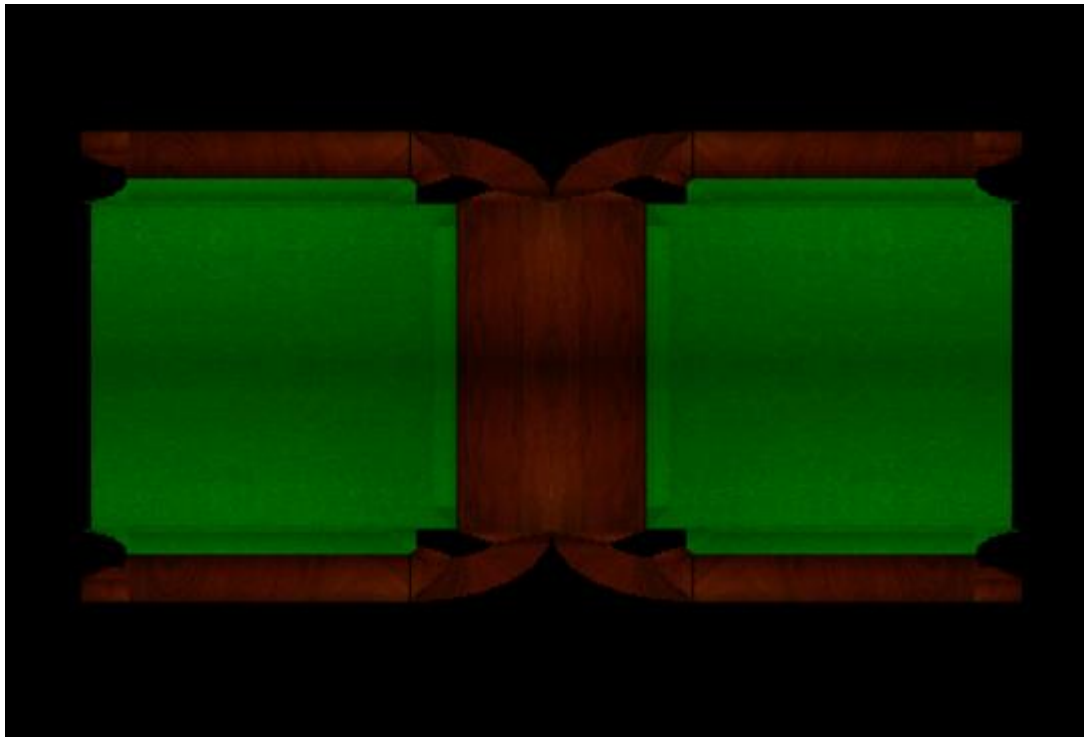
Demo

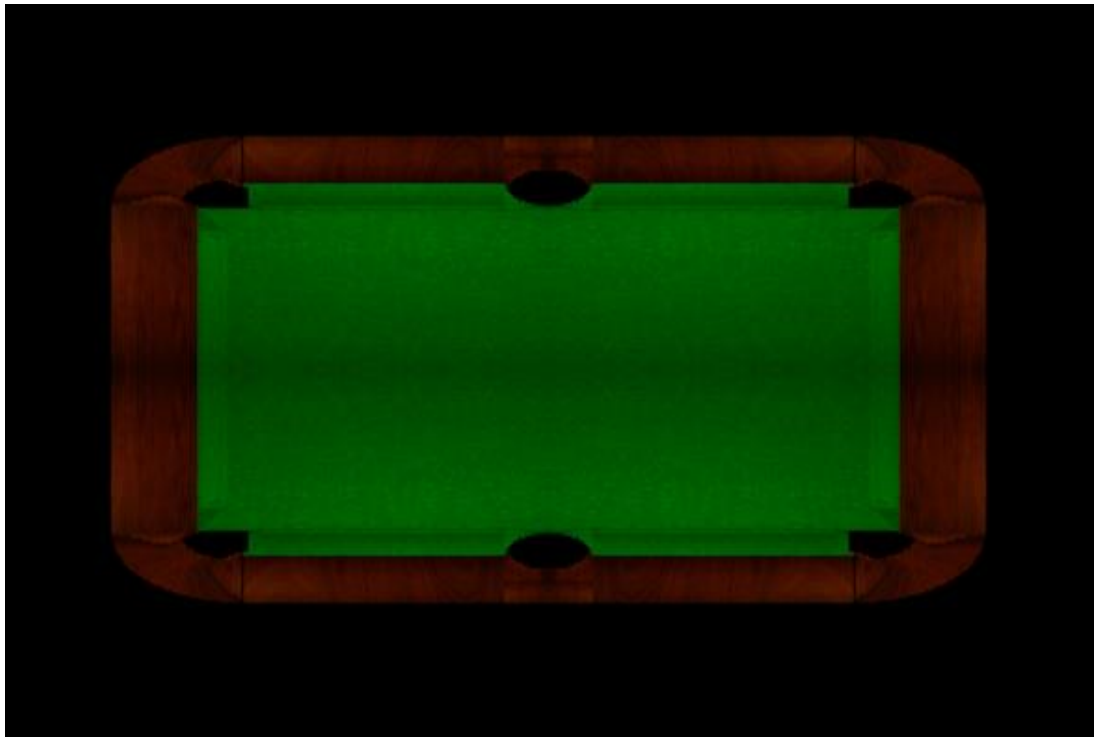
Reflection

- Draw the top right quarter part of the object on the positive X-Y plane.
- You could avoid translating the parts around.

Without Translation

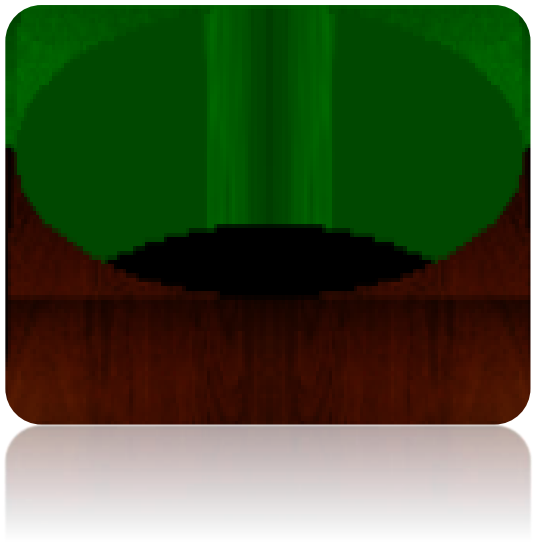


With Translation

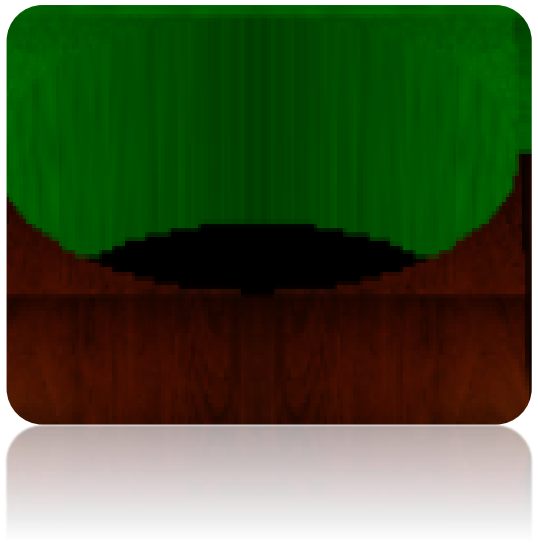


Dot Zero

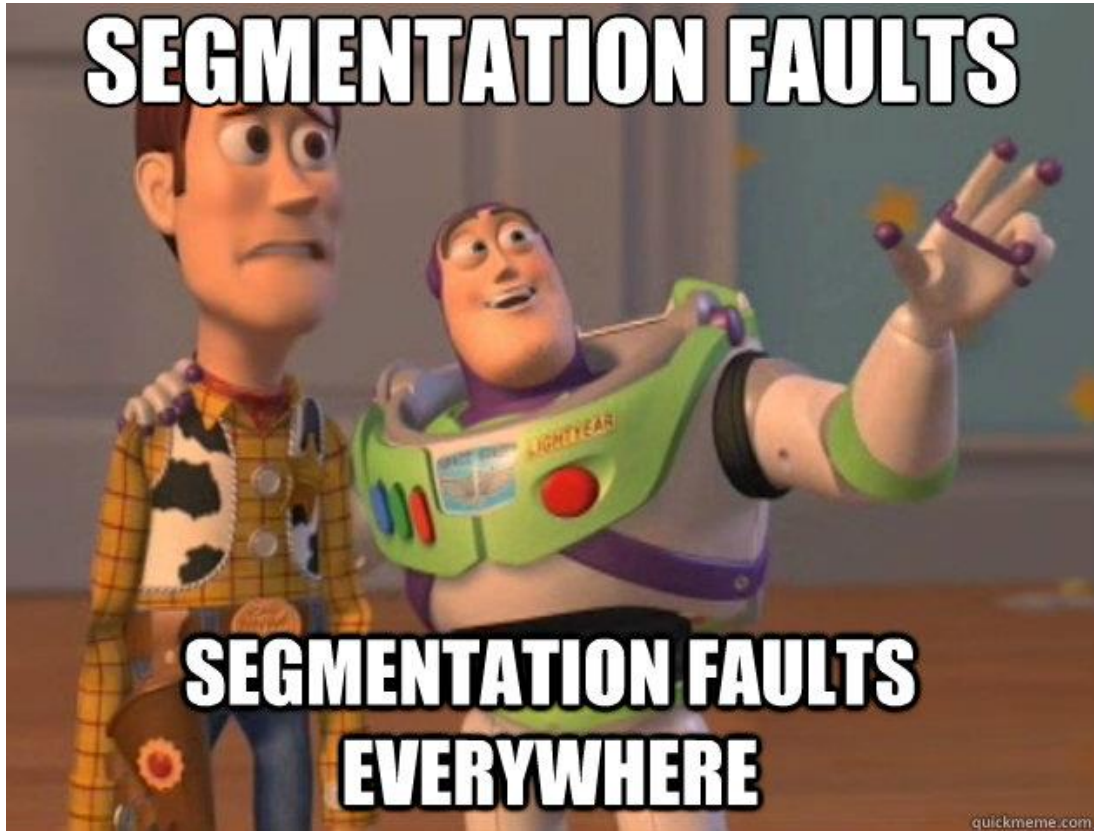
Divided by 90



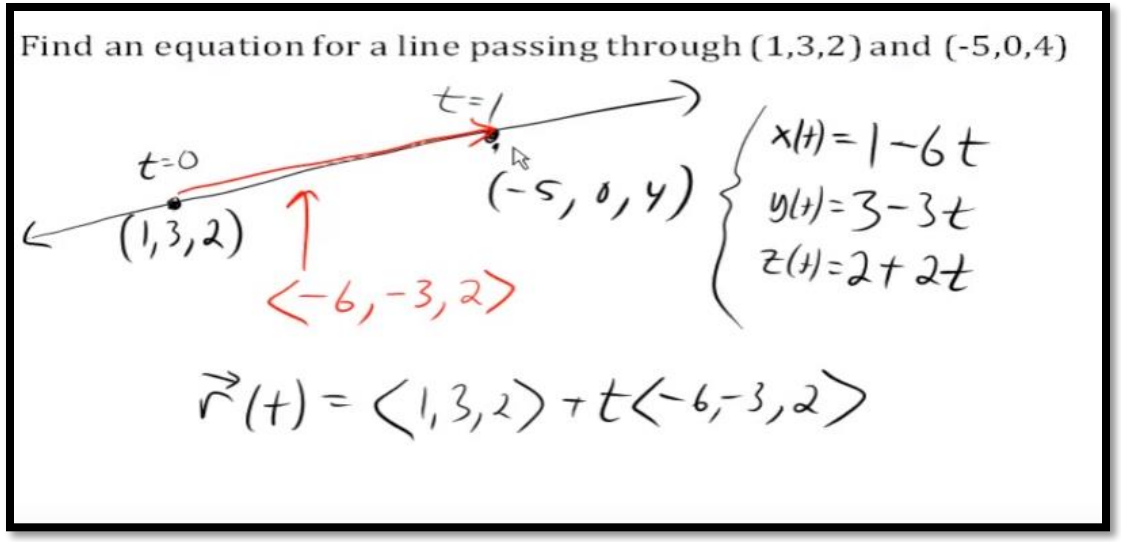
Divided by 90.0



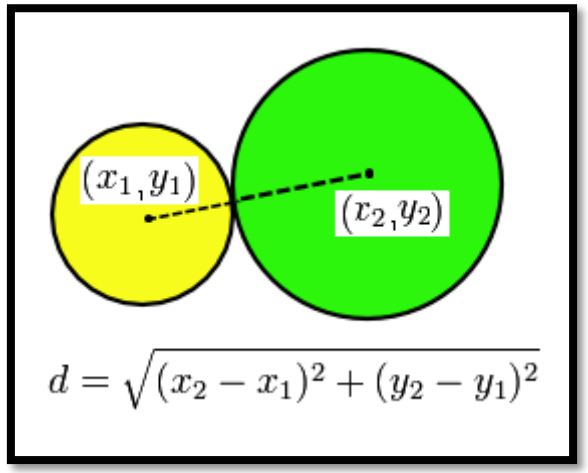
Segmentation Fault



Parametric Equation



Collision Detection



Boundary Check & Rebound