

CS100433
Computer Graphics
Assignment 2

Questions

1 Proof the composed transformations defined in global coordinate frame is equivalent to the composed transformations defined in local coordinate frame but in different composing order.

2 Describe the differences between orthographic and perspective 3D viewing processes? (Draw the view volume of the above two viewings)

Questions

3 Which one defines the default NDC? Why?

`glm::ortho(-1., 1., -1., 1., -1., 1.)`

`glm::ortho(-1., 1., -1., 1., 1., -1.)`

4 What is the difference between the clip space and NDC?

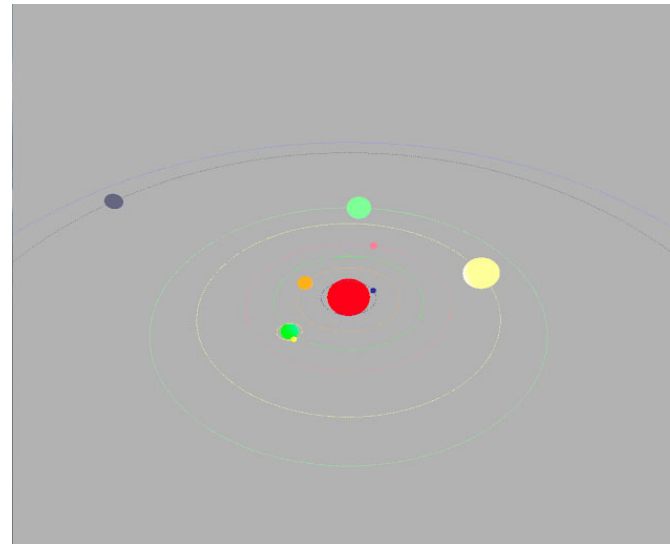
5 Why does clipping performed in the clip space?

Questions

6 What is the cause of Z-fighting? And can we solve the Z-fighting?

Programming

- Animate a simple robot or a simple solar System using composed transformations (using cubes is *Goodenough*, but using shaders is a must)



<https://kaixindeken.blogspot.com/2019/02/c.html>