

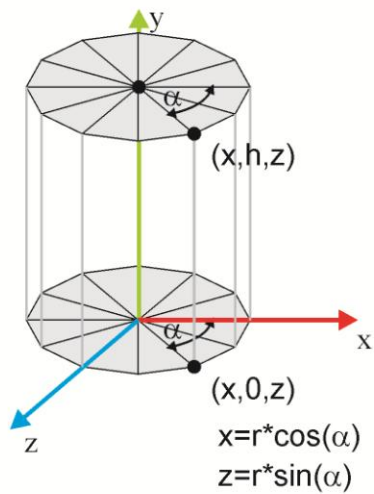
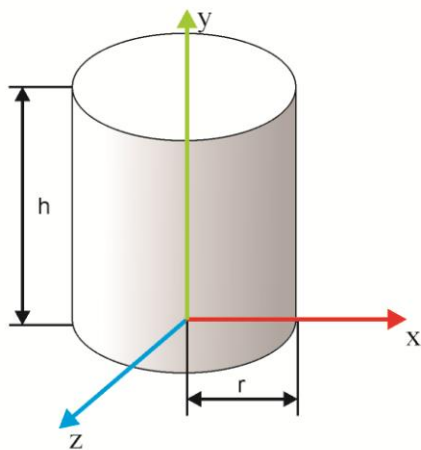
Računarska grafika

(2OER7O02)

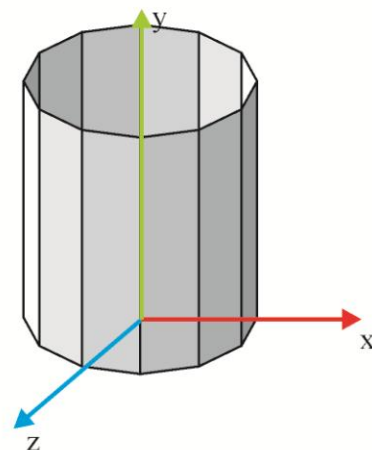
Izračunavanje koordinata temena kod 3d geometrijskih tela



CILINDAR

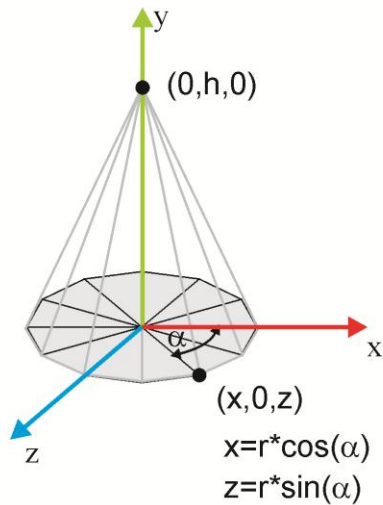
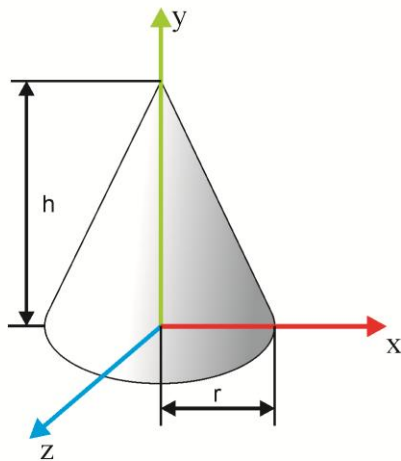


OSNOVE

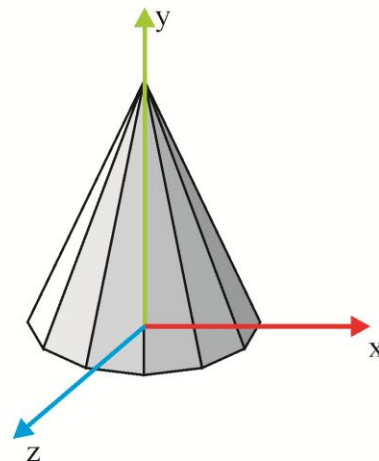


OMOTAČ

KUPA

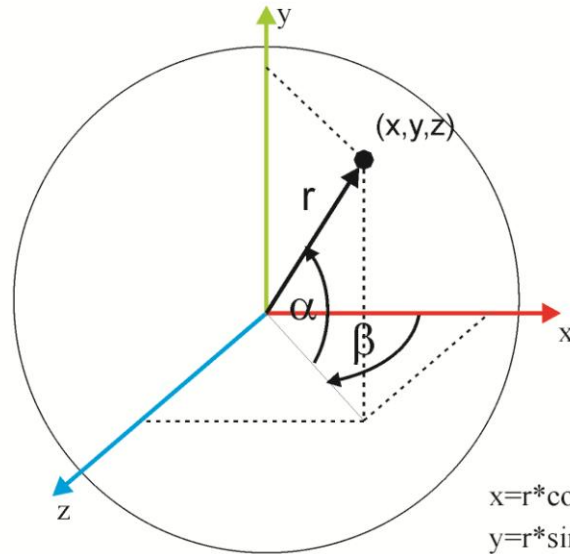
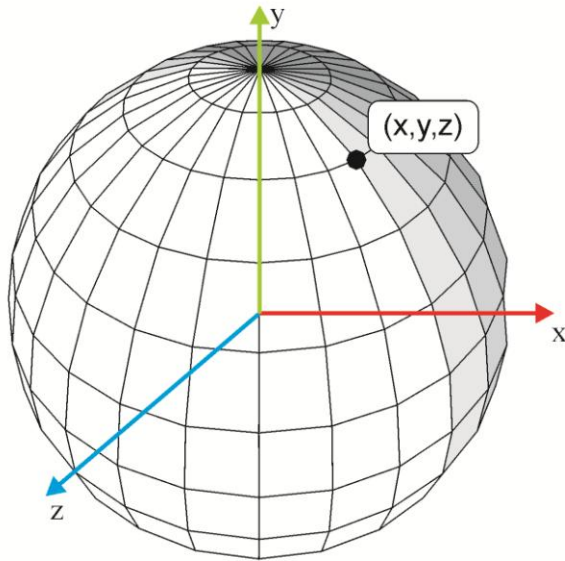


OSNOVA



OMOTAČ

SFERA



$$\begin{aligned}x &= r \cdot \cos(\alpha) \cdot \cos(\beta) \\ y &= r \cdot \sin(\alpha) \\ z &= r \cdot \cos(\alpha) \cdot \sin(\beta)\end{aligned}$$