CSC 240
Computer Graphics

Fall 2015
Smith College
Outline: 10/26

- Go over Lab 9
- HW 5 examples/review
- Finish perspective
- Hidden surface removal
- Lighting intuition
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Isabel
ParametricPlot[
{1 + (21/4) t - (1/4) t^3, 4 - (25/4) t + (9/4) t^3},
{6 + (9/2) t - (3/4) t^2 + (1/4) t^3, (1/2) t + (27/4) t^2 - (9/4) t^3},
{t, 0, 1}]

\[(p_1) \quad (p_2) \quad (p_3)\]

pts = {{1, 4}, {6, 0}, {10, 5}};

f = BezierFunction[pts]

Show[Graphics[
{Red, Point[pts], Green, Line[pts]}, Axes -> True],
ParametricPlot[f[t], {t, 0, 1}]]
Perspective Projection
A simple three-dimensional scene

Z-buffer representation