

# Animation and Viewing Transformation

CS 420

Objectives:

- Apply animation techniques to computer graphics programs.
- Work with the viewing transformation to “move” the camera around a scene.

## Experiments

- Experiments 4.16–4.20.
  1. Where is the helix’s axis located?
  2. How is the animation achieved in each of the first three programs?
- Experiment 4.21 and Exercises 4.21–4.23.
- Experiment 4.22 and Exercise 4.24.
- Experiment 4.23 and Exercise 4.26.
- Experiments 4.24 and 4.25.
- Experiment 4.26 and Exercise 4.31.
- Experiment 4.27.
- Experiments 4.28 and 4.29 and Exercises 4.47 and 4.48.
- Experiment 4.30.
- Experiment 4.31 and Exercise 4.53.
- Experiment 4.33.