

Orientation

CS 420

Objectives:

- To learn what we mean by “orientation” in computer graphics.
- To learn how orientation is used to distinguish front and back faces of geometry.
- To learn how orientation is used to cull obscured surfaces from being rendered.
- To learn how orientation is affected by transformations.

Experiments

- Exercise 9.1
- Experiment 9.1 and Exercises 9.3 and 9.4.
- Experiments 9.2 and 9.3.
- Experiment 9.4.
- Experiment 9.5.
- Experiment 9.7.
- Exercise 9.9.
- Experiment 9.8.
- Experiment 9.9.