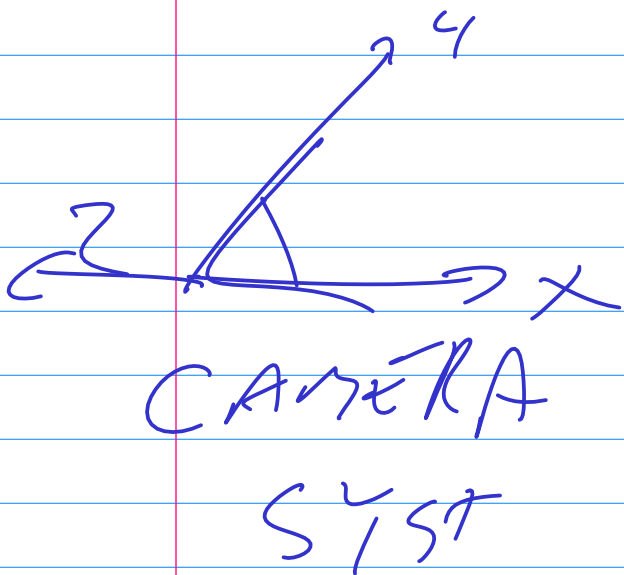
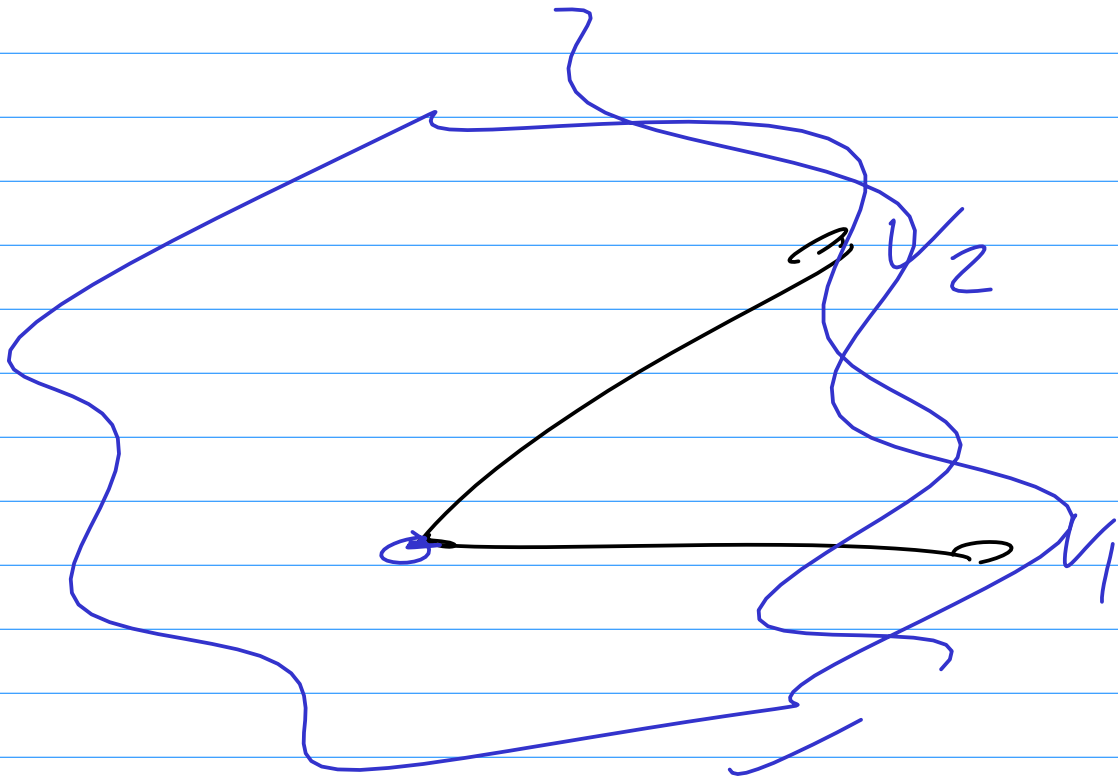
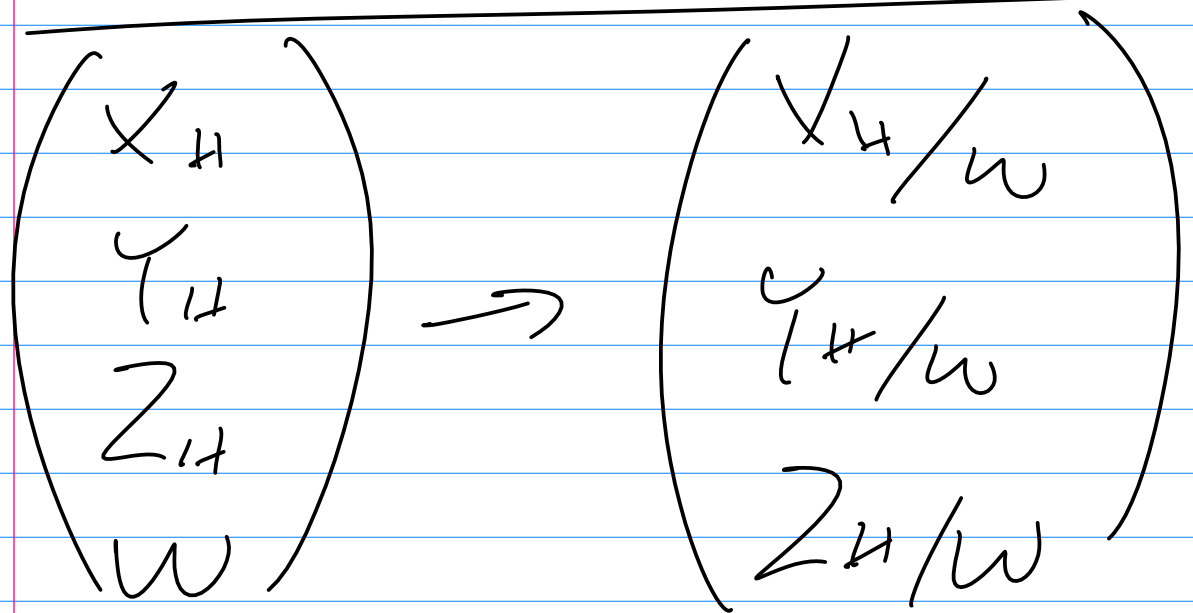


9/29/14 - 1

PLANE - 3D

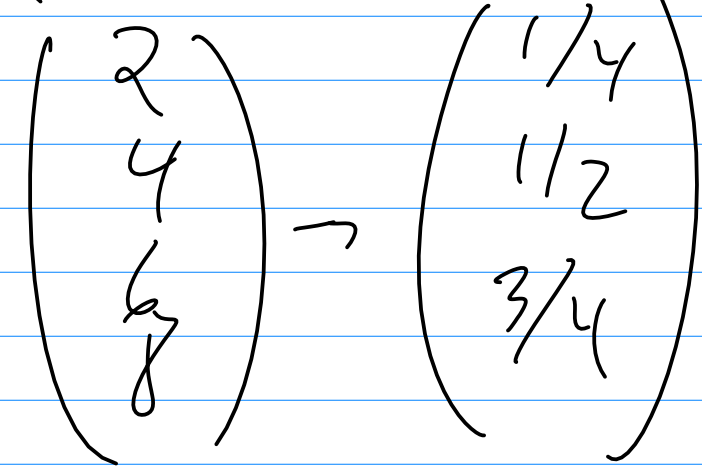
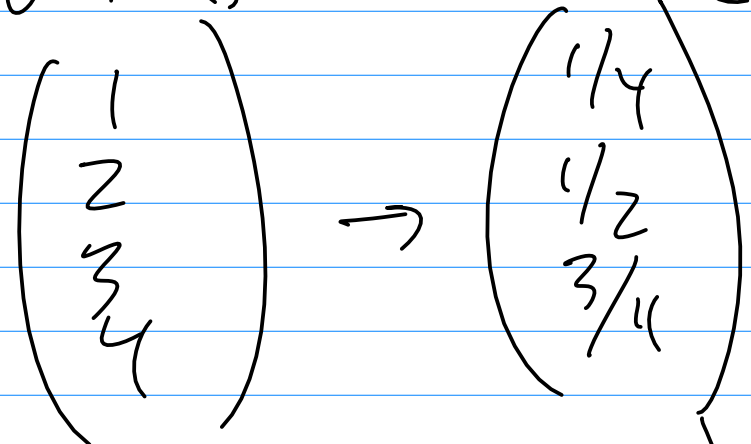


HOMOGENEOUS COORDS



HOMOB

CARTESIAN



MANY
 HOMOB
 REPS
 FOR A
 CARTES
 POINT.

TRANSFORM MATRIX

SCALE CARTES

3

$$\begin{pmatrix} S_x & 0 & 0 \\ 0 & S_y & 0 \\ 0 & 0 & S_z \end{pmatrix}$$
$$\begin{pmatrix} 2x \\ 3y \\ 4z \end{pmatrix} = \begin{pmatrix} 2 & 0 & 0 \\ 0 & 3 & 0 \\ 0 & 0 & 4 \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

$$\begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} 3 & 3 \\ \text{ROT} \end{pmatrix} \begin{pmatrix} x \\ y \\ z \end{pmatrix}$$

WE WANT TO MAKE TRANSLATION
A MATRIX MULT.

WITH HOMOG

$$\text{SCALE} \begin{pmatrix} S_x \\ S_y \\ S_z \\ 1 \end{pmatrix} = \begin{pmatrix} S_x & 0 & 0 & 0 \\ 0 & S_y & 0 & 0 \\ 0 & 0 & S_z & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} X \\ Y \\ Z \\ 1 \end{pmatrix}$$

3x3 CARTESIAN SCALE MAT

4x4 HOMOG SCALE

$$\begin{pmatrix} 4 \\ 3 \\ 2 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \\ 4 \end{pmatrix} = \begin{pmatrix} 2 & 0 & 0 \\ 0 & 1 & 0 \\ 0 & 0 & 4 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \\ 2 \end{pmatrix}$$

$$\begin{pmatrix} 12 \\ 9 \\ 4 \\ 2 \\ 3 \\ 5 \end{pmatrix} \begin{pmatrix} 4 \\ 3 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 1 \\ 4 \\ 1 \end{pmatrix} = \begin{pmatrix} 2 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 4 & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 1 \\ 1 \\ 1 \\ 1 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \\ 2 \\ 1 \end{pmatrix} \begin{pmatrix} 6 \\ 9 \\ 6 \\ 3 \end{pmatrix}$$

Homob. TRANS MAT

$$\begin{pmatrix} 1 & 0 & 0 & D_x \\ 0 & 1 & 0 & D_y \\ 0 & 0 & 1 & D_z \\ 0 & 0 & 0 & 1 \end{pmatrix}$$

TO TRANS BY (1, 2, 3)

$$\begin{pmatrix} 9 \\ 15 \\ 21 \\ 3 \end{pmatrix} \begin{pmatrix} 3 \\ 5 \\ 7 \\ 1 \end{pmatrix} = \begin{pmatrix} 1 & 0 & 0 & 1 \\ 0 & 1 & 0 & 2 \\ 0 & 0 & 1 & 3 \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} 2 \\ 3 \\ 4 \\ 1 \end{pmatrix} \begin{pmatrix} 6 \\ 9 \\ 12 \\ 3 \end{pmatrix}$$

WE CAN FIND MATRIX FOR SCALE THEN TRANS.

$$P' = \begin{pmatrix} 1 & 0 & 0 & D_x \\ 0 & 1 & 0 & D_y \\ 0 & 0 & 1 & D_z \\ 0 & 0 & 0 & 1 \end{pmatrix} \begin{pmatrix} S_x & 0 & 0 & 0 \\ 0 & S_y & 0 & 0 \\ 0 & 0 & S_z & 0 \\ 0 & 0 & 0 & 1 \end{pmatrix} P$$

1 COMBO MAT

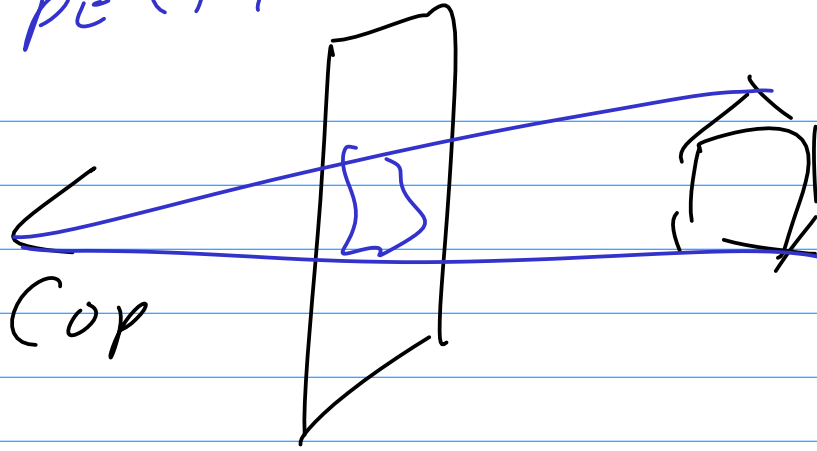
APPLY

10 MATS

$$M_{10} \dots M_3 M_2 M_1 P$$

$$P' = M P$$

PERSPECTIVE



6

ORTHO

