

10.5

LABORATORY PROJECT: PUTTING 3D IN PERSPECTIVE

This project can be completed anytime after you have studied Section 10.5 in the textbook.



Computer graphics programmers face the same challenge as the great painters of the past: how to represent a three-dimensional scene as a flat image on a two-dimensional plane (a screen or a canvas). To create the illusion of perspective, in which closer objects appear larger than those farther away, three-dimensional objects in the computer's memory are projected onto a rectangular screen window from a viewpoint where the eye, or camera, is located. The viewing volume—the portion of space that will be visible—is the region contained by the four planes that pass through the viewpoint and an edge of the screen window. If objects in the scene extend beyond these four planes, they must be truncated before pixel data are sent to the screen. These planes are therefore called *clipping planes*.

1. Suppose the screen is represented by a rectangle in the yz -plane with vertices $(0, \pm 400, 0)$ and $(0, \pm 400, 600)$, and the camera is placed at $(1000, 0, 0)$. A line L in the scene passes through the points $(230, -285, 102)$ and $(860, 105, 264)$. At what points should L be clipped by the clipping planes?
2. If the clipped line segment is projected on the screen window, identify the resulting line segment.
3. Use parametric equations to plot the edges of the screen window, the clipped line segment, and its projection on the screen window. Then add sight lines connecting the viewpoint to each end of the clipped segments to verify that the projection is correct.
4. A rectangle with vertices $(621, -147, 206)$, $(563, 31, 242)$, $(657, -111, 86)$, and $(599, 67, 122)$ is added to the scene. The line L intersects this rectangle. To make the rectangle appear opaque, a programmer can use *hidden line rendering*, which removes portions of objects that are behind other objects. Identify the portion of L that should be removed.