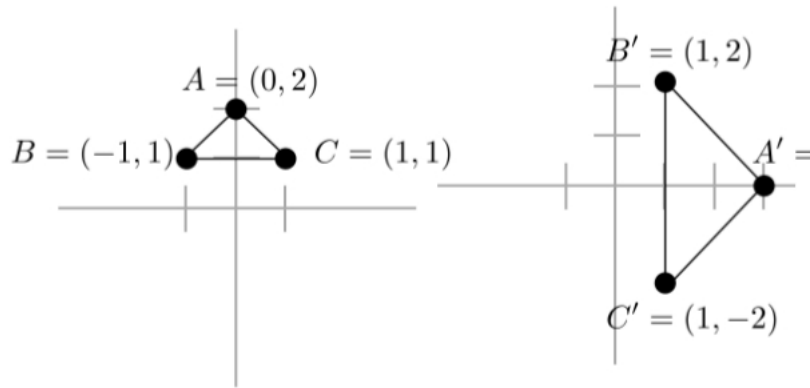


CS130 Winter 2013 Homework 3

Name:

Student ID:



1. Find a sequence of transformation matrices (translation, rotation, and scaling matrices) that map the triangle ABC to the triangle A'B'C'.
2. What kinds of transformations can a rigid body undergo?
3. List all the viewing transformations in the graphics pipeline.
4. The z-buffer approach to rendering A) selects which fragment to draw based on its depth B) orders triangles from back to front C) orders triangles based on the average z-values of their vertices D) selects which vertices to clip based on their z-values E) B and C only
5. (T/F) The viewport transformation maps from normalized device coordinates to screen space.
6. (T/F) Given any matrices M_1, M_2 , and M_3 , $M_3M_2M_1 = M_1M_2M_3$.