***CS148 Summer 2016 Reading Assignment***

***Transformation Matrices, Viewing, and The Graphics Pipeline***

**Due: Tuesday 12th July, by 1:30 PM.**

**Please use “Reading 3 Reponses” as the email subject header and turn your responses at** cs148.staff@gmail.com

Please read Chapter 6, 7 & 8 of Shirley, and answer the following questions.

1. What is shearing?

2. Write an SVD equation.

3. Rotation matrices are [FILL\_THIS\_BLANK] matrices.

4. Write sequences of spaces and transformations that gets an object from its original coordinates into screen space.

5. Write down the stages of the graphics pipeline.

6. We use [FILL\_THIS\_BLANK] instead of painter's algorithm to remove hidden surface.

7. How long did it take for you to (a) read the material and (b) answer these questions?