



22	Animation O. Datational Demonstra Minamation	
	Animation 2 Rotations: Dynamics Kinematics	Chapter 17 esp §17 1 – 17 2
23	Demos 4: Modeling & Simulation: Rotations	Chapter 10 ¹ 13 ² §17 3 – 17 5
24	Collisions 1: axes, OBBs, Lab 4b	§2.4.3. 8.1. GL handout
25	Spatial Sorting: Binary Space Partitioning	Chapter 6, esp. 86.1
26 Demos 5: More CGA: Picking: HW/Exan		Chapter 7': § 8.4
27	Lab 5a: Interaction Handling	§ 8.3 – 8.4; 4.2, 5.0, 5.6, 9.1
28	Collisions 2: Dynamic, Particle Systems	§ 9.1, particle system handout
	Exam 2 review; Hour Exam 2 (evening)	Chapters 5 – 6, 7 ² – 8, 12, 17
29	Lab 5b: Particle Systems	Particle system handout
30	Animation 3: Control & IK	§ 5.3, CGA handout
31	Ray Tracing 1: intersections, ray trees	Chapter 14
32	Lab 6a: Ray Tracing Basics with POV-Ray	RT handout
33	Ray Tracing 2: advanced topic survey	Chapter 15, RT handout
34	Visualization 1: Data (Quantities & Evidence)	Tufte handout (1)
35	Lab 6b: More Ray Tracing	RT handout
36	Visualization 2: Objects	Tufte handout (2 & 4)
37	Color Basics; Term Project Prep	Color handout
38	Lab 7: Fractals & Terrain Generation	Fractals/Terrain handout
39	Visualization 3: Processes; Final Review 1	Tufte handout (3)
40	Project presentations 1; Final Review 2	-
41	Project presentations 2	-
	Final Exam	Ch. 1 – 8, 10 – 15, 17, 20
37 38 39 40 41	Color Basics; Term Project Prep Lab 7: Fractals & Terrain Generation Visualization 3: Processes; Final Review 1 Project presentations 1; Final Review 2 Project presentations 2 Final Exam	Color handout Fractals/Terrain handout Tufte handout (3) - - Ch. 1 – 8, 10 – 15, 17, 20































19	Rendering in Selection Mode: Example					
	• #define BODY 1					
	#define HEAD 2					
	void renderInSelectionMode() {					
		<pre>glInitNames();</pre>	// 1. create empty name a	stack (NS)		
		glPushName(BODY);	<pre>// 2. push first name</pre>			
	// 3. hit record (HR) for each primitive intersecting view volume					
	drawBody();					
Same as // 4. empty stack & save HRs to selection buffer (SH				r (SB)		
	glLoadName	glPopName();				
	(HEAD);	glPushName(HEAD);	<pre>// 5. new name; no HR, sa</pre>	ame SB		
		drawHead();	// 6. new HR for each pr	imitive in VV		
		drawEyes();	<pre>// 7. update HR with new</pre>	max/min depths		
		glPopName();	<pre>// 8. empty NS; write HR;</pre>	s to SB		
		drawGround();	<pre>// 9. new HRs; empty NS,</pre>	depth update only		
		}				
	Adapted from Lighthouse 3L	tutorial ♥ 2001-2009 A. R. Fernan 0, <u>http://www.lighthouse3d.com</u>	Lighthouse3c	l.com 🔊		
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