

Mathematics for Computer Graphics 2009-AAU

Lecture 10, October 5th

10th Lecture: Monday October 5th, 12:30-16:15 at room A4-108.

- 12:30-13:00 Lecture: Repetition from last lecture. Scaling, reflection, shear. Affine transformations around an arbitrary point. Orientation representation.
- 13:00-14:55 Work in groups. Exercises: 91, 96, 90, 95, 97, 98, 93. I recommend you solve them in this order.
If you solve all these exercises you may try to solve the ones you did not solve in the previous lectures.
- 14:55-16:15 Lecture: Axis-angle representation. Quaternions. (pages 181-192).

Best,

Diego Ruano