

Notes

- [Jan 24](#)
- [Feb 4](#)

Jan 24

. Dot product (scalar)

- Gives the length/magnitude

. Cross product (vector)

- Normal
- Bitangent

. Quaternions

- Gimbal lock
 - When two axes represents the same axis and you lose one degree of freedom

. Euler Angles

. Homogeneous Coordinates

. Rotation Matrices

. Graphics Pipeline

- . Implement Ray Casting
- . Implement Graph Traversal
- . Deferred Rendering vs Forward Rendering

- Forward Rendering depends on the lights

HW:

- Get Unity Ready
- Why Quaternions doesn't have Gimbal lock and Euler does?
- Timecode and frame syncing

Feb 4

Questions:

- How projection relates to dot product?
- What are the other projection methods?