

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

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