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Graphics using OpenGL,
3rd Edition
Hill, Jr. and S. Kelley

Chapter 5.6
Transformations of
Objects

PDF

S. M. Lee
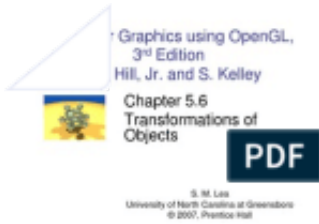University of North Carolina at Greensboro
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Drawing 3D Scenes in OpenGL

- We want to transform objects in order to orient and position them as desired in a 3D scene.
- OpenGL provides the necessary functions to build and use the required matrices.
- The matrix stacks maintained by OpenGL make it easy to set up a transformation for one object, and then return to a previous transformation, in preparation for transforming another object.

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