
Figures

Figure 1-1	White Rectangle on a Black Background	6
Figure 1-2	Order of Operations	11
Figure 1-3	Double-Buffered Rotating Square	24
Figure 2-1	Coordinate System Defined by $w = 50, h = 50$	36
Figure 2-2	Two Connected Series of Line Segments	38
Figure 2-3	Valid and Invalid Polygons.....	39
Figure 2-4	Nonplanar Polygon Transformed to Nonsimple Polygon.....	40
Figure 2-5	Approximating Curves.....	41
Figure 2-6	Drawing a Polygon or a Set of Points.....	42
Figure 2-7	Geometric Primitive Types	44
Figure 2-8	Stippled Lines	52
Figure 2-9	Wide Stippled Lines.....	53
Figure 2-10	Constructing a Polygon Stipple Pattern	59
Figure 2-11	Stippled Polygons	60
Figure 2-12	Subdividing a Nonconvex Polygon	62
Figure 2-13	Outlined Polygon Drawn Using Edge Flags.....	63
Figure 2-14	Six Sides; Eight Shared Vertices	66
Figure 2-15	Cube with Numbered Vertices.....	73
Figure 2-16	Modifying an Undesirable T-intersection.....	83
Figure 2-17	Subdividing to Improve a Polygonal Approximation to a Surface	87
Figure 3-1	The Camera Analogy	95
Figure 3-2	Stages of Vertex Transformation	96
Figure 3-3	Transformed Cube	97
Figure 3-4	Rotating First or Translating First.....	105

Figure 3-5	Translating an Object	109
Figure 3-6	Rotating an Object.....	110
Figure 3-7	Scaling and Reflecting an Object	111
Figure 3-8	Modeling Transformation Example	112
Figure 3-9	Object and Viewpoint at the Origin	114
Figure 3-10	Separating the Viewpoint and the Object.....	115
Figure 3-11	Default Camera Position	117
Figure 3-12	Using gluLookAt()	117
Figure 3-13	Perspective Viewing Volume Specified by glFrustum().....	121
Figure 3-14	Perspective Viewing Volume Specified by gluPerspective().....	122
Figure 3-15	Orthographic Viewing Volume	124
Figure 3-16	Viewport Rectangle.....	126
Figure 3-17	Mapping the Viewing Volume to the Viewport.....	127
Figure 3-18	Perspective Projection and Transformed Depth Coordinates.....	128
Figure 3-19	Using Trigonometry to Calculate the Field of View.....	130
Figure 3-20	Modelview and Projection Matrix Stacks	132
Figure 3-21	Pushing and Popping the Matrix Stack	133
Figure 3-22	Additional Clipping Planes and the Viewing Volume	136
Figure 3-23	Clipped Wireframe Sphere.....	138
Figure 3-24	Planet and Sun.....	140
Figure 3-25	Robot Arm.....	143
Figure 3-26	Robot Arm with Fingers.....	147
Figure 4-1	The Color Cube in Black and White	155
Figure 4-2	RGB Values from the Bitplanes.....	157
Figure 4-3	Dithering Black and White to Create Gray	159
Figure 4-4	A Color Map.....	160
Figure 4-5	Using a Color Map to Paint a Picture.....	160
Figure 5-1	A Lit and an Unlit Sphere	170
Figure 5-2	GL_SPOT_CUTOFF Parameter	185
Figure 6-1	Creating a Nonrectangular Raster Image	219
Figure 6-2	Aliased and Antialiased Lines.....	227
Figure 6-3	Determining Coverage Values	227
Figure 6-4	Fog-Density Equations	244

Figure 6-5	Polygons and Their Depth Slopes	249
Figure 7-1	Stroked Font That Defines the Characters A, E, P, R, S.....	269
Figure 8-1	Bitmapped F and Its Data	280
Figure 8-2	Bitmap and Its Associated Parameters.....	283
Figure 8-3	Simplistic Diagram of Pixel Data Flow	291
Figure 8-4	Imaging Pipeline	296
Figure 8-5	glCopyPixels() Pixel Path	296
Figure 8-6	glBitmap() Pixel Path.....	297
Figure 8-7	glTexImage*(), glTexSubImage*(), and glGetTexImage() Pixel Paths.....	297
Figure 8-8	glCopyTexImage*() and glCopyTexSubImage*() Pixel Paths.....	297
Figure 8-9	*SKIP_ROWS, *SKIP_PIXELS, and *ROW_LENGTH Parameters.....	301
Figure 8-10	Drawing Pixels with glDrawPixels()	310
Figure 8-11	Reading Pixels with glReadPixels().....	313
Figure 9-1	Texture-Mapping Process	319
Figure 9-2	Texture-Mapped Squares	323
Figure 9-3	Texture with Subimage Added	333
Figure 9-4	Mipmaps	339
Figure 9-5	Texture Magnification and Minification.....	344
Figure 9-6	Texture-Map Distortion	360
Figure 9-7	Repeating a Texture	361
Figure 9-8	Clamping a Texture.....	362
Figure 9-9	Repeating and Clamping a Texture.....	362
Figure 10-1	Region Occupied by a Pixel.....	374
Figure 10-2	Motion-Blurred Object.....	402
Figure 10-3	Jittered Viewing Volume for Depth-of-Field Effects	403
Figure 11-1	Contours That Require Tessellation.....	411
Figure 11-2	Winding Numbers for Sample Contours.....	419
Figure 11-3	How Winding Rules Define Interiors	420
Figure 12-1	Bézier Curve	441
Figure 12-2	Bézier Surface	448
Figure 12-3	Lit, Shaded Bézier Surface Drawn with a Mesh.....	451
Figure 12-4	NURBS Surface	456

Figure 12-5	Parametric Trimming Curves	466
Figure 12-6	Trimmed NURBS Surface	466
Figure 14-1	Antialiased Characters.....	512
Figure 14-2	Concave Polygon.....	517
Figure 14-3	Dirichlet Domains	525
Figure 14-4	Six Generations from the Game of Life	526
Figure A-1	Order of Operations.....	530
Figure E-1	Rendering with Polygonal Normals vs. True Normals	588
Figure E-2	Averaging Normal Vectors	591