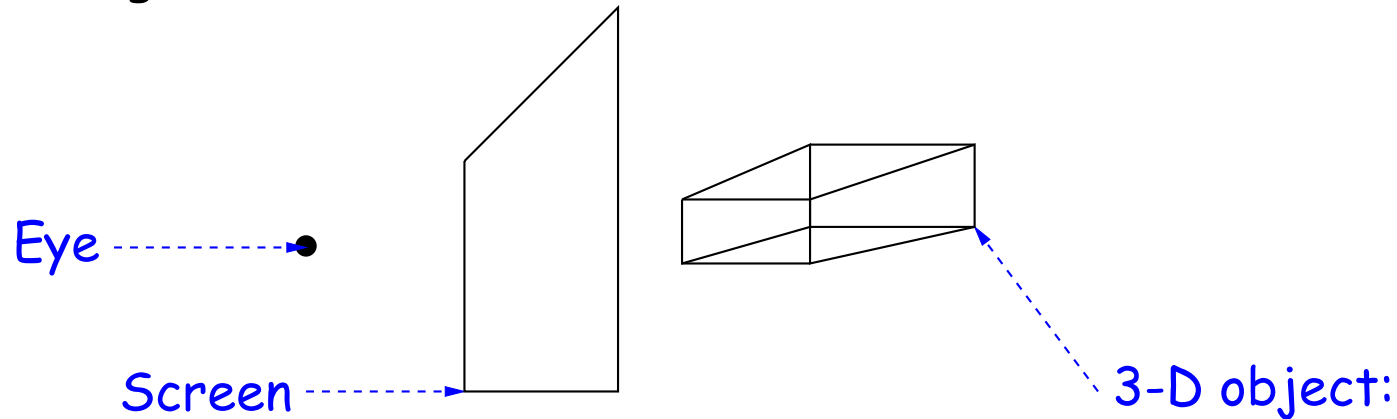


# Extra Lecture 9: A Few Topics in Graphics

- When you look at a screen (laptop, workstation, pad, VR viewer), you are generally seeing a 2-D rendering of something.
- When this is supposed to be a 3-D scene, we have the problem of *rendering* that scene in two dimensions in such a way as to give it some degree of realism.
- Doing this efficiently can be challenge when one is trying to get a high degree of realism or the scene is complex.
- Let's look at a couple of techniques.

# Simple Line Drawings and Perspective

We imagine a situation like this:



What should we draw on the screen to give the impression that we are looking at this object?