Week Topics
1. Meaning of Matrices
2. Local vs. Global Hierarchies

3. 3D rotations
   - Euler angles
   - Rotation Vectors

4. Viewing
   - Projections
   - Canonical View Volume
   - Perspective
   - Near / Far

5. Visibility
   - Painter’s Alg / B-Tree
   - Z-Buffer
   - maybe skip
OpenGL Coordinate Systems

Screen Coords ↔ Eye Co-Ords ↔ World Coords ↔ Other ↔ Object

matrix stack
for projection

matrix stack
Model View

"Unit" cube - 0 centered -1,1 in all axes
there is a near/far
things outside the box get "clipped"