Assignment 0326
Carrying on the theme of trying to figure certain things out before walking through them in class, this assignment asks you to think about viewing volumes and how they are implemented.

Not for Submission
The following readings supplement our current material (and them some):
• The remainder of Angel Chapter 4
• Angel Appendix C
• Red book Appendices E and F
• And, though you’ve already read this, red book Chapter 3 is worth reading again now that you know the theory and mathematics behind the APIs in that chapter

For Submission
Now that you know that the glOrtho and glFrustum are “merely” transformations just like glTranslate, glRotate, and glScale, spend some time thinking about what those transformations might look like. Work out what you think they might be, and implement them through the incomplete Java projection program that has been committed to your respective CVS repositories (look for the TODO comments to find the places to fill in).
Submit hardcopy showing how you derived the glOrtho and glFrustum matrices (including any relevant diagrams and proofs), and commit your implementations back to CVS.