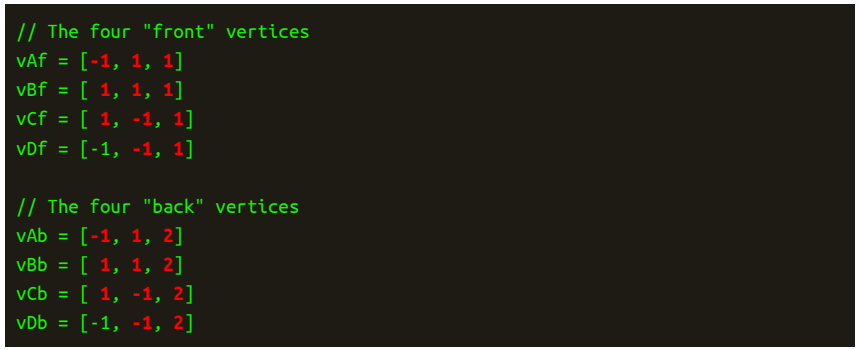
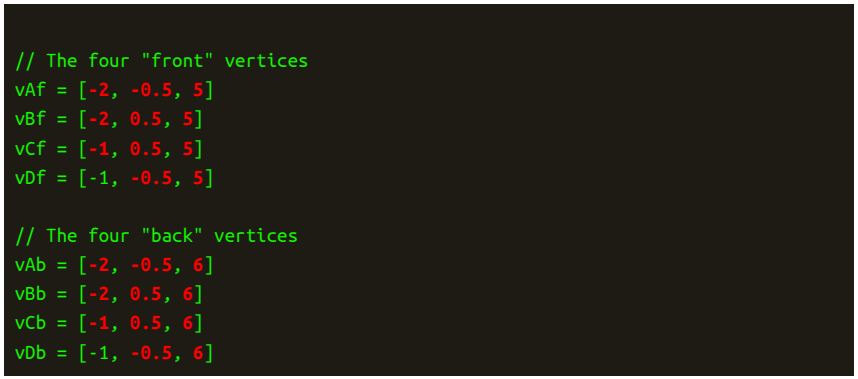
Computer Graphics from Scratch

A Programmer's Introduction to 3D Rendering

by Gabriel Gambetta

Errata updated to print 1

Page	Error	Correction	Print corrected
109			Pending
129	$\begin{pmatrix} \frac{c_w}{v_w} & 0 & 0 \\ 0 & \frac{c_w}{v_w} & 0 \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} \frac{x \cdot c_w}{v_w} \\ \frac{y \cdot c_h}{v_h} \\ z \end{pmatrix}$	$\begin{pmatrix} \frac{c_w}{v_w} & 0 & 0 \\ 0 & \frac{c_h}{v_h} & 0 \\ 0 & 0 & 1 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \end{pmatrix} = \begin{pmatrix} \frac{x \cdot c_w}{v_w} \\ \frac{y \cdot c_h}{v_h} \\ z \end{pmatrix}$	Pending
129	$\begin{pmatrix} \frac{d \cdot cw}{vw} & 0 & 0 & 0 \\ 0 & \frac{d \cdot ch}{vh} & 0 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = \begin{pmatrix} \frac{x \cdot d \cdot cw}{vw} \\ \frac{y \cdot d \cdot cw}{vh} \\ z \end{pmatrix} \rightarrow \begin{pmatrix} (\frac{x \cdot d}{z})(\frac{cw}{vw}) \\ (\frac{y \cdot d}{z})(\frac{ch}{vh}) \end{pmatrix}$	$\begin{pmatrix} \frac{d \cdot cw}{vw} & 0 & 0 & 0 \\ 0 & \frac{d \cdot ch}{vh} & 0 & 0 \\ 0 & 0 & 1 & 0 \end{pmatrix} \cdot \begin{pmatrix} x \\ y \\ z \\ 1 \end{pmatrix} = \begin{pmatrix} \frac{x \cdot d \cdot cw}{vw} \\ \frac{y \cdot d \cdot ch}{vh} \\ z \end{pmatrix} \rightarrow \begin{pmatrix} (\frac{x \cdot d}{z})(\frac{cw}{vw}) \\ (\frac{y \cdot d}{z})(\frac{ch}{vh}) \end{pmatrix}$	Pending
170	However, we don't have ***Q*** for every pixel of the triangle, but only for the vertices	However, we don't have ***P*** for every pixel of the triangle, but only for the vertices.	Pending

Page	Error	Correction	Print corrected
210	$R_x = V_y \cdot W_z - V_z \cdot W_y$ $R_y = V_x \cdot W_z - V_z \cdot W_x$ $R_z = V_x \cdot W_y - V_y \cdot W_x$	$R_x = V_y \cdot W_z - V_z \cdot W_y$ $R_y = V_z \cdot W_x - V_x \cdot W_z$ $R_z = V_x \cdot W_y - V_y \cdot W_x$	Pending