CALCULUS IN NON-EXACT RELIEF PERSPECTIVE

Radoslav Hlúšek

Department of Geometry, Faculty of Mathematics and
Physics, Comenius University, Bratislava, Slovak Republic
hlusek@fmph.uniba.sk

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For computer visualization of 3D scenes is necessary to pay attention to mathematical models of scene, image plane (screen) and viewer (camera, eye,...) which are represented by data in computer. The views at the scene are produced by perspective projection in the scene defined objects on the two-dimensional image plane with respect to the position of the viewer. The alterations of the view at the scene could be generated not only by changing object position with translations or rotations but also by changing viewer parameters, such as position, orientation and focal length. The alteration of the position of the viewer could be consider on certain assumptions as the alteration of the centre of projection of the relief perspective in Euclidean space. According to the techniques which are used in computer animation, they could be used for solving the problem of continuous deformation of the relief. So the subject of this paper is to ask for these generated reliefs with only little changes within a tolerance ε .