Drawing 3D: Coordinates

CSCI 4229/5229
Computer Graphics
Fall 2010

The Issue

- Lorenz attractor (x,y,z) values are generally in the range (-50,50) in all three dimensions

- How do you get OpenGL to display the whole range of values?

- Assume

  - Lorenz values are in an array x[i],y[i][z[i], i=0,...,n-1

  - double *dim* is defined somewhere as 50

Option 1

```
void display()
{...
   for (i=0;i<n;i++)
       glVertex3d(x[i]/dim , y[i]/dim , z[i]/dim);
...}
```

Option 2

```
void display()
{...
   for (i=0;i<n;i++)
       glVertex4d(x[i] , y[i] , z[i] , dim);
...}
```

Option 3

```
void display()
{...
    glScaled(1/dim , 1/dim , 1/dim);
    for (i=0;i<n;i++)
        glVertex3d(x[i] , y[i] , z[i]);
...}
```

Option 4

```
void display()
{...
  for (i=0;i<n;i++)
      glVertex3d(x[i] , y[i] , z[i]);
...}
void reshape()
{...
  glScaled(1/dim , 1/dim , 1/dim);
...}
```

Option 5

```
void display()
{...
    for (i=0;i<n;i++)
        glVertex3d(x[i] , y[i] , z[i]);
...}
void reshape()
{...
    glOrtho(-asp*dim,asp*dim,-dim,dim,-dim,dim);
...}
```