

How is the aircraft drawn?

The aircraft was stored as **vectors** in \mathbf{R}^3 . These vectors were first obtained in **aircraft coordinates**, and transformed to **universal coordinates**.

Universal z

Aircraft z

Aircraft y

Bank

Universal y

Aircraft x

AOA

Universal x

The transformation was a rotation about the x-axis for bank, and about the y-axis for AOA.

Object to project

The 2-dimensional picture was then found through a **perspective projection** onto a plane.



Eye point

Image that is drawn

Questions:

The way we find the universal coordinates does not accurately model reality. Where does it go wrong?

Can you show this with the aircraft?

Click on one of the following for more information