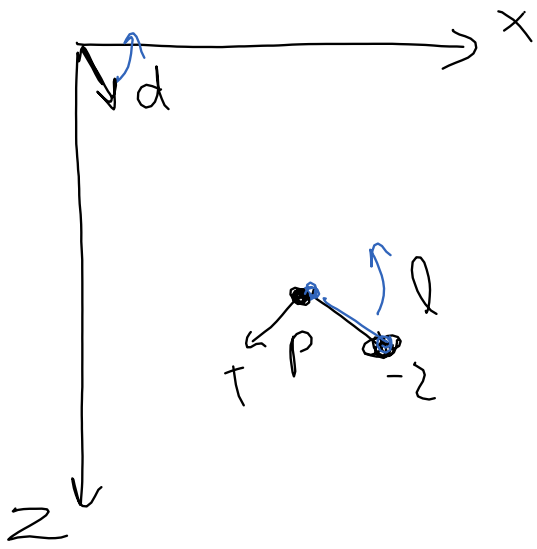


update view matrix

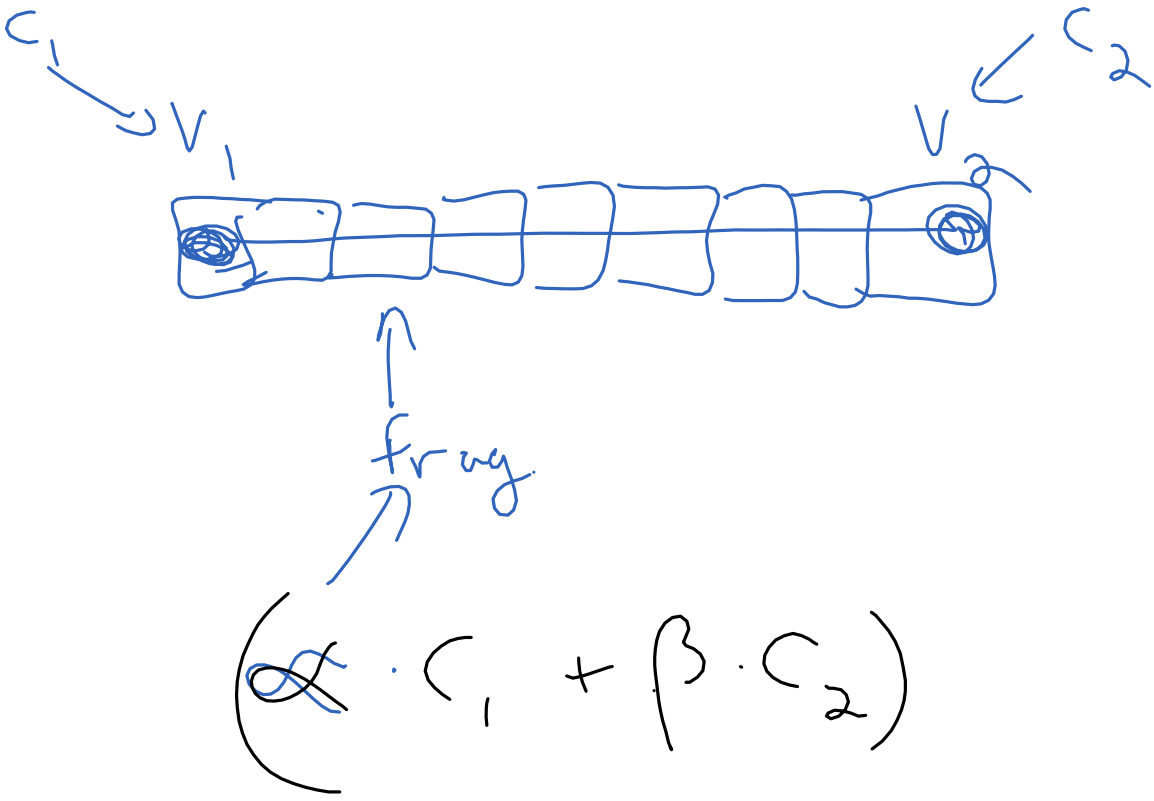
lookAt (out,
pos,
look, // p+d
up)

move: $p = p \pm d$ (forward/back)

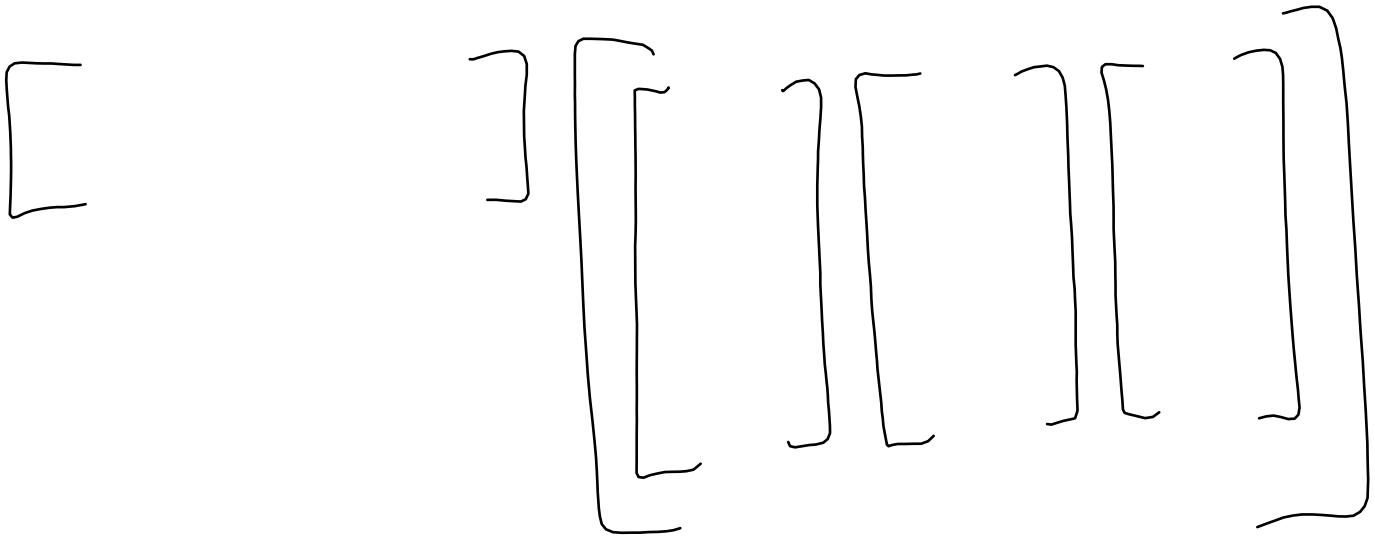
side: rotate $d \pm 90^\circ$

$\pm(d \times y)$

Thursday, November 03, 2016
3:07 PM



Thursday, November 03, 2016
3:15 PM



Thursday, November 03, 2016
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5 - scale