Your Questions

Q. Is buffering, when used colloquially, referring to the technical definition that you gave or is it just sort of relating to that idea?

A. A buffer is a general computer term for an area of memory used to collect events until they are ready to be processed. In our context, the buffer collects drawing commands until they are ready to be displayed.

Q. Can we go over when to order transformations left to right vs right to left? (It seems like the car example (the car's wheel) on slide #7 goes right to left, but the same transformation (the train's wheel) goes left to right on the next slide)

A. The first transformation applied goes on the left.
Questions

A hierarchical model is used for a steam locomotive, with the boiler as the root and the hierarchy shown

1. What is the full transformation applied to driver wheel #1?
   \[ T_B T_{W1} R_W \]

2. What is the full transformation applied to smoke puff #2?
   \[ T_B T_{S1} S_s T_{S2} S_s \]

3. Why can the smoke puffs use the same scale transformation but need different translations?
   They grow by the same amount, but the movements are different.
Your Questions

Q. Not sure about the first two questions. Does driver wheel #1 refer to the wheel of the train? And by "full transformation" do you mean how much they are transforming by? Wouldn't we need more information?

A. The driver wheels are the two big ones.

The “full transformation” means the composition of all the matrices from parent object to child object, as shown by the dotted yellow lines. Start at the boiler (in the center).