CMSI 371

INTRODUCTION TO COMPUTER GRAPHICS

Fall 2005

Final Review Sheet

All material from the start of the semester up to today is fair game for the final. In addition to the coverage for the past two quizzes, we also have the following topics:

- Clipping
- Hidden surface removal
- Polygons and shading
- Alternative rendering approaches

The final will be open book. The following question types are all possible for the final, in addition to the types of questions asked in the past two quizzes:

- Compare and/or discuss one or more clipping algorithms
- Compare and/or discuss one or more hidden surface removal algorithms, particularly their relative advantages and disadvantages in terms of performance and resource use
- Derive or prove some geometric truth relating to hidden surface removal
- Compare and/or discuss one or more algorithms or techniques relating to polygons and shading
- Describe and/or reason about a topic on ray tracing, the rendering equation, or radiosity
- Look something up in the Whitted and/or Kajiya papers
- Discuss the end-to-end "big picture" of computer graphics: the journey of a 3D vertex from its world to the screen

Textbook reading includes: Angel Chapters 1–7 and 10–12. Good luck and have fun!