

**CMSI 371**  
**COMPUTER GRAPHICS**  
Spring 2009

**Assignment 0430**

This assignment lists the remaining readings that fill out the last units from the semester, plus moves a task that you need to do for your project anyway to a little bit earlier, so that you can get it done sooner (and for credit, too!).

**Not for Submission**

1. Read Angel Sections 7.3–7.7 for the full run-down on clipping.
2. Angel Sections 7.9–7.10 covers rasterization/scan line conversion.
3. Angel Chapter 6 deals with lighting and shading in greater detail.
4. Finally, Angel Section 7.11 covers hidden surface removal (and, since we talked about it briefly, Section 7.12 covers antialiasing).

**For Submission**

You're going to do this anyway, so may as well do it sooner (and you should in any case): complete/finalize the README that you have for your gallery room/object. This README should now have a full description of what your project does, as well as complete instructions on how to interact with it. Commit it to your respective locations on the shared CVS repository.