Topics for Final Exam

**CPSC 314**

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**Rendering Pipeline**

**General Architecture**
- Benefits/disadvantages of the pipeline design, questions on order of stages etc.

**Specific Algorithms**
- All stages as discussed
  - Transformations (affine+perspective), lighting, shading, clipping, scan conversion, texturing, hidden surface removal, blending, double buffering…

**Extensions**
- Vertex & pixel shaders
Other Topics

**Sampling & Reconstruction**
- Nyquist limit, anti-aliasing strategies etc.

**Color**
- Human perception and color spaces, CIE chromaticity diagram, color matching experiments etc.

**Shadows, Ray-tracing, Global Illumination**
- Ray-object intersections, recursive ray-tracing, acceleration data structures etc.
- Monte-Carlo algorithm for computing integrals, application to soft shadows, and glob. illum.