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- Assignment 4 spotlight
- Exam preparation tips
- Course recap Will have separate review session on Wednesday 9th 1-1:50pm.



Exam Format

- The first two question types are meant to be easy. Try to go through them quickly, so that you have time to think about the problem solving questions at the end.
- Some questions may have multiple parts that build on one another. You can get credit for later parts if you show your steps
- New(ish): You may be asked to write small program fragments. Exact syntax is not important, but conceptual understanding is. E.g., you should know different types of data you can pass to shaders, and how to do that from an OpenGL program. Straightforward if you understood what you did in the assignments.

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Textbook reading

- Read ALL of Chapters 1-18 and Appendix A, except as noted below
 - Skip all of Chapters 7,8,13
 - Ch 2: skip Eq. 2.5
 - Ch 5: skip 5.4
 - Ch 9: skip 9.3
 - Ch 10: skip 10.3.2, 10.3.3
 - Ch 12: skip 12.2, 12.4
 - Ch 18: Understand concepts. No need to memorize the resampling equation. See lecture notes.

