



MT1 [- transformations M_{model} , scene graphs, M_{view}

- projections: types, M_{proj} , view volume

- implicit/explicit/parametric eqns: scan conversion, barycentric coords

- visibility: z-buffer, VF culling, clipping, BF culling, interpolation

- vertex shader, fragment shader, GPUs

- texture maps: texture coords, MIPmaps, environment/cube maps.

- local lighting: ambient, diffuse, specular

- colour

- parametric curves

- ray tracing

- guest lectures

FE
extra
emphasis

not on FE

X

no BSP trees