MT1
- transformations: Model, scene graph, Mview
- projections: types, Mproj, view volume
- implicit/explicit/parametric egns: scan conversion, barycentric coords
- visibility: z-buf, AER, VF culling, clipping, VR culling
- vertex shader, fragment shader, GPUs

MT2
- texture maps: texture coords, MIP maps, environment/cube maps
- local lighting: ambient, diffuse, specular
- colour
- parametric curves
- ray tracing
- guest lectures

FE extra emphasis
not in FE

no BSP trees