Final Exam

CPSC 414

Topics

• cameras, displays
• colour perception
• geometric transformations
• projection transformations, view volumes
• rasterization
  – midpoint algorithm
  – polygon scan conversion
  – bilinear interpolation, barycentric coords
• clipping

Final Exam

Topics (continued)

• visibility
  – object vs image space
  – backface culling
  – Z-buffer, A-buffer
  – BSP trees
• local illumination
  – Phong illum model, Phong Shading
  – BRDFs
• blending
  – alpha buffer, stencil buffer, transparency

Assignment 3

414 Hall of Fame

• look for this in a few weeks!