

Topics from before the midterm

Topics which were well covered in the midterm will have less significance on the final.

- Drawing lines, polygons, anti-aliasing, clipping
- 3D viewing (perspective, etc), homogenous coords
- 2 and 3 D transformations
- Hidden surface algorithms including back face culling
- Modelling with matrix stack

Topics since the midterm

- Shading and specularities (part 2)
- Color
- Texture and bump mapping (brief)
- Ray tracing
- Radiosity
 - not in detail, but should know basic idea and what it can do
- Curves and surfaces
 - verly likely at least one question here--details are not likely to be important, but a sound understanding of the basic principles