

Computer Graphics

CS 543 – Exam 3 Review

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Exam Overview

- Wednesday, April 25, 2018, in-class
- Exam 3 covers lecture 10-13 today's class (lecture 13)
- Can bring:
 - 1 page cheat-sheet, hand-written (not typed)
 - Calculator
- Will test:
 - Theoretical concepts
 - Mathematics
 - Algorithms
 - Programming
 - OpenGL/GLSL knowledge (program structure and commands)



Topics

- Normal Maps, Parametrization, Tone Mapping
- Image manipulation
- Clipping (2D and 3D clipping) and viewport transformation
- Hidden surface removal
- Rasterization (line drawing, polygon filling, antialiasing)
- Curves
- Geometry and tessellation shader
- Level of Detail Rendering
- Ray Tracing