

Final Exam

Thursday, May 11 at 1:30-4:30 PM

This will be a comprehensive exam

~ 1/3 on material prior to midterm

~ 2/3 on material since midterm

The Major Post-Midterm Topics

Texture Mapping

- texture, bump, normal, displacement, environment

Shadows

Multipass rendering

Parametric, Implicit, Swept and Fractal Surfaces

Physics-Based Animation

Ray Casting & Ray Tracing

Color Spaces

Images & Anti-aliasing

The Minor Post-Midterm Topics

Spline Surfaces

Volume Modeling

Procedural Shaders

Global Illumination & Radiosity

Non-Photorealistic Rendering