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