CSCI 4250/5250 Graphics **Name**_____
Due beginning of class, Wed Oct 12th
Homework 7 (50 pts)

1. (15 pts) Find the point where the ray (1, 5, 2)+(5, -2, 6) t hits the plane 2x-4y+z=8. This is important in a shading algorithm to tell how much light is reflected back to the viewer from a polygonal face (the plane), which describes the skin of a solid object (pg 176/ex4.7.2).

2. (35 pts) Apply the polygon clipping algorithm discussed in class to clip the line L1(t) goes through points A(10, 6) and B(0, -1), and L2(t) goes through points C(2, 6) and D(11, 1). Given polygon P defined in the next, compute the segment of the line L1(t) and L2(t) that reside within P.

3. Read Chapter 5

PeerCode Review Assignment # 2 (finish by midnight Tuesday Oct 11th)

Project 2 programs are ready for peer reviewing. Make sure to: (1) review all assigned programs; (2) read the reviews other students give you, and (3) rate your reviewer(s).