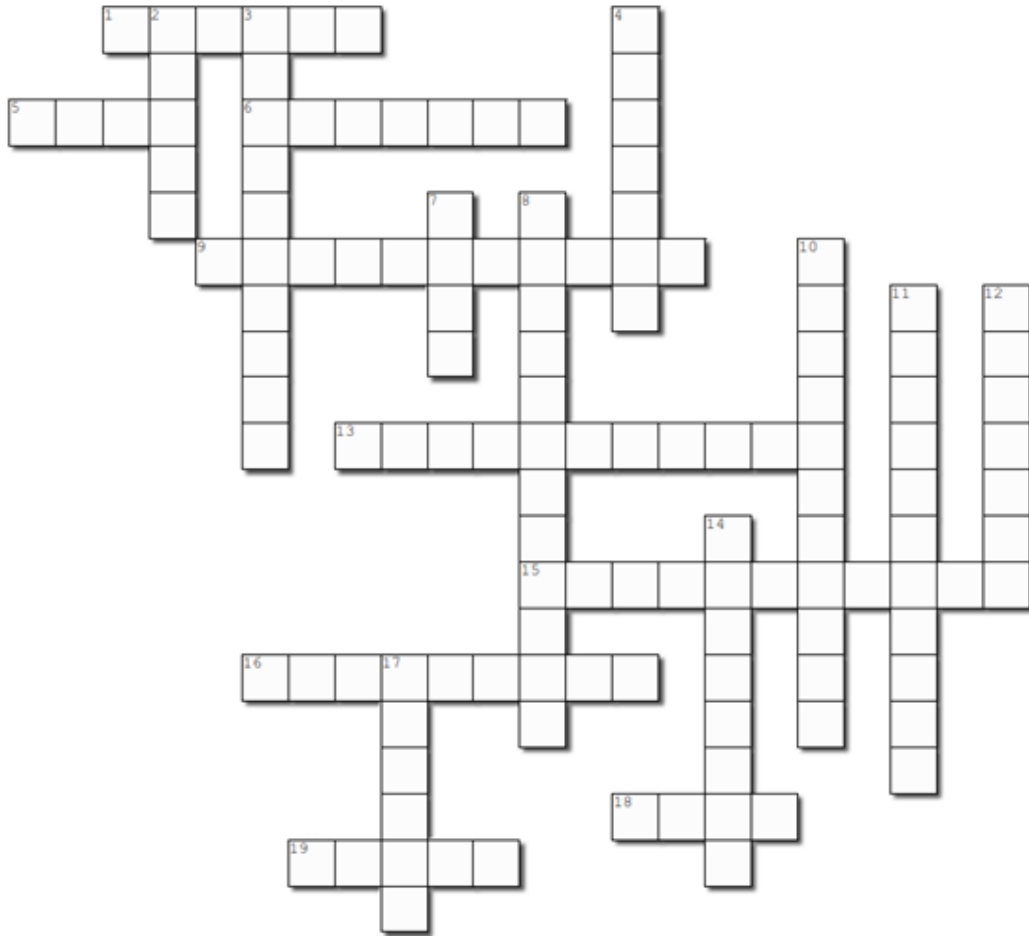# Revision on the topic "3D Graphics"

Please complete the crossword puzzle below. You can print out this page, complete the puzzle, scan / take a picture of it or type your answers in a doc / text file. Bonus will be given to your project if you can submit your work to Moodle by April 3 (Monday). Note that bonus will be given to individual members of a group.

Across

1. Light cannot pass through this kind of object
5. The name of one teaching assistant.
6. A type of light with which uniform amount of light is applied to every objet in the scene.
9. Light can pass through this kind of object without scattered.
13. A coordinate system introduced in order to get nice composition for transformation containing translation.
15. A type of projection for which objects further away looks smaller than objects closer to the camera.
16. A coordinate system for which nice composition can be obtained as long as a transformation does not contain translation.
18. A type of shading such that light is calculated once per triangle
19. A type of light emitted from a specific point and to all directions.

Down

2. A type of shading such that light is calculated once per pixel in each triangle
3. A mathematical object used to describe how an object rotates about a certain axis with a specific angle.
4. A type of shading such that light is calculated once per vertex
7. A type of light that is emitted in a cone
8. A type of projection for which objects further away are of the same size as objects closer to the camera.
10. Light can pass through this kind of object but with scattered
11. A type of light that can be used to simulate sunlight.
12. A type of reflection in the Phong Reflection Model that accounts for lights reflected uniformly in all directions from each direct light source.
14. A type of reflection in the Phong Reflection Model that represents shiny highlights on a surface.
17. The CS username of the lecturer.