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Example Problems for Lecture 5 „Basic Hardware Rendering“

1. Important Topics

Basic structure of a GPU

Antialiasing

Texturing

Blending

Phong Lighting Model

Shadow Mapping

2. Example Problems

- a) List and explain the non-programmable components of a GPU.

- b) Explain the benefits and shortcomings of postprocess antialiasing.

- c) What are the basic components of the Phong lighting model?

- d) Explain the primary problem of shadow maps.