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TECHNISCHE
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„Game Technology"
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Example Problems for Lecture 3 „Software Rendering 1"

1. Important Topics

Rasterisation

Raytracing

Perspective Projection

Rotations

Culling

2. Example Problems

a) List the basic steps of a rasterisation algorithm.

b) List the basic steps of a raytracing algorithm.

c) Explain the different kinds of culling algorithms used in 3D graphics.