

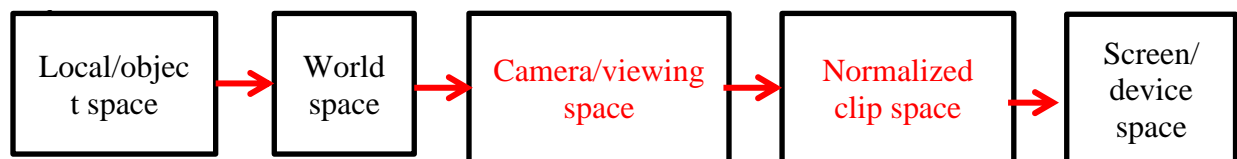
True or False in illumination system?

	True	False
For indirect lighting, the global illumination model considers the scene objects as potential lighting sources.	<input checked="" type="radio"/>	<input type="radio"/>
Texel stands for 'texture elements'.	<input checked="" type="radio"/>	<input type="radio"/>
HTML <canvas> element can be used to draw graphics via scripting in JavaScript.	<input checked="" type="radio"/>	<input type="radio"/>

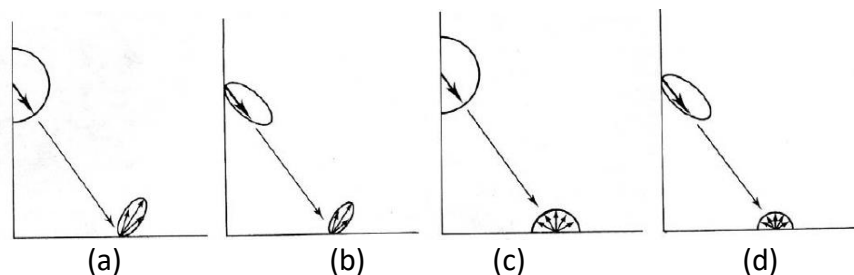
Fill in the blank. [2 points]

(**Polygon**) are straight-sided shapes (3 or more sides), defined by three- dimensional points (vertices) and the straight lines that connect them (edges). The interior region of the polygon is called the (**face**).

Steps in perspective projection: please fill out the appropriate middle stage of 3D pipeline. (2 points)

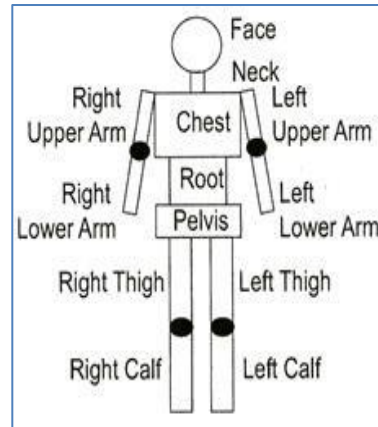


Four mechanisms of light transport: Please identify different lighting interactions and label correctly.



- Diffuse to diffuse transfer: **E** _____
- Specular to specular transfer: **B** _____
- Diffuse to specular transfer: **A** _____
- Specular to diffuse transfer: **D** _____

Modeling hierarchy: To generate natural human figure movements of the character below, build an entire tree structure of head/body building blocks representing parent-child relationships. Use simple shapes (e.g., line and rounded rectangle), label each body parts, and draw links picturing proper hierarchy levels among different body parts.



// Your answer: Tree diagram of character figure.

