1. COMPOSITE TRANSFORMATION: DO EXAMPLE 4.2,4.3,4.4,4.5,4.6,4.6,4.7,4.8 . (SCHAUM'S

OUTLINE) and 6.1 from chapter 6

1. Viewing and clipping: 5.6, 5.8 , 5.9, and 5.16.

2D and 3D graphics pipeline. (SCHAUM'S

OUTLINE) 8.4 EXAMPLE: A 3D GRAPHICS PIPELINE

1. 7.1 TAXONOMY OF PROJECTION, Perspective Anomalies, Mathematical Description of a Parallel Projection
2. 8.8 Show how region codes would be assigned to the endpoints of a line segment for the three-

dimensional Cohen-Sutherland clipping algorithm for

(a) the canonical parallel view volume and

(b) The canonical perspective view volume.

1. 10.2 Z-BUFFER ALGORITHM from chapter 10.

Solved problems: 10.1, 10.4, 10.5, 10.6, 10.7, 10.8

1. from chapter 7 solve 7.13