

2023-1 Computer Graphics For midterm-exam

Sung Soo Hwang

For midterm-exam



- Human vision system/image
 - Persistence of vision
 - RGB, HSI color space
- 3D representation
 - Comparison between polygonal meshes and voxels
- Lighting and material
 - Difference between point light, spot light, directional light
 - Difference between specular reflection and diffuse reflection
 - Phong model
- Texture mapping
 - UV map, Normal map
 - Mipmap, LoD, Aliasing

For midterm-exam



- Basic transform
 - Homogeneous coordinate
 - Hierarchy of transforms
 - Concatenation of transforms
- Projection/Viewing pipeline
 - Difference between perspective projection and orthographic projection
 - Focal length
 - How to represent a camera in OpenGL
- The overview of rendering pipeline