To produce the foreshortening required for objects further from the COP, is divided by z usually, and is called what \_\_\_\_\_\_\_\_\_\_\_\_\_ pg227

the non uniform foreshortening

Classical views use 2, 3, 4 point perspectives? T/F pg 202

False 1, 2, 3 perspectives

Explain what the z-buffer algorithms do, and why these are important. Pg 238

z-buffer algorithms are generally used for hidden-surface-removal, generally used to make the diorama that is the three dimensional world space that we are looking at an projecting it onto a 2d screen area. Cutting off pieces obscured by other objects making it so, the cut off pieces do not have to be rendered, saving time.

Which value(s) are preserved in Isometric, diametric, and trimetric viewings. Pg 200

parallel lines

angles

line length

all of the above

While Isometric does preserve line length given that there is only one foreshortening ratio, the other 2 have 2, and 3 ratios respectively. This causes the angles to not be correct but everything stays parallel.