Please put a check mark next to each topic which you feel you understand.

Displays
CRTs
LCDs
Pixel
FrameBuffer
Raster scan vs. vector scan
Gamma, gamma correction

Modeling
Polygonal meshes
Convex vs concave polygons
Testing convexity
Polygon boundaries
Does a line have area?
Bezier Curves
B-Splines
NURBS

2D Transformations
Vector representation of a point
Matrix translation, rotation, scaling
Homogeneous coordinates
Composing a string of transformations
Concept of changing coordinate systems

3D Transformation
3D rotation around a line as $R_x R_y R_z$
Matrix translation, rotation, scaling
Matrix stacks
Object coordinates vs world coordinates
Modelview matrix
Camera transform duality with object transform
Hierarchical transforms

Viewing and Perspective
Pin-hole Camera
Orthographic vs perspective
World coordinates vs screen coordinates
View frustum
Near and far clipping planes
Oblique parallel projection
Oblique perspective projection
Viewing pipeline object/world/normalized/ screen

Visibility
Back face detection
Painter's Algorithm
Z-buffer (Depth-buffer)
BSP trees
Screen space sort vs object space sort

Image warping, textures
Concept of UV coordinates
Texture/object/screen space
Bump mapping
Environment mapping
Mipmaps
Summed-area-tables
Perlin noise
Anti-aliasing

Illumination, shading
OpenGL ambient+diffuse+specular lighting model
Phong specular reflection vs. Phong shading
Gouraud vs Phong shading
BRDFs
Vertex and fragment shaders

Color models

Electromagnetic spectrum
CIE chromaticity diagram
RGB space
CMYK space
HSV space

Raytracing

Eye rays
Shadow rays
Reflected/refracted rays
Anti-aliasing by supersampling
Intersection tests
Distributed ray tracing for estimating integrals
Oct-trees