* 1.1 The pipeline approach to image generation is nonphysical. What are the main advantages and disadvantages of such a nonphysical approach?
* Adventages:
  + The primitives can be done independently
  + Fast perfomance and throughput
  + Reduces memory requirements
* Disadvantages:
  + Shadows, reflections, and blending and other global effects cannot be handled correctly
* 1.2 In computer graphics, objects such as spheres are usually approximated by simpler objects constructed from flat polygons (polyhedra). Using lines of longitude and latitude, define a set of simple polygons that approximates a sphere centered at the origin. Can you use only quadrilaterals or only triangles?
  + Yes, one would have to rotate (spin) the object at a high frequency at one or two points inside the shape to appear like a sphere. However, this is not the most efficient approach, but it will get you a sphere.
* 1.4 Consider the clipping of a line segment in two dimensions against a rectangular clipping window. Show that you require only the endpoints of the line segment to determine whether the line segment is not clipped, is partially visible, or is clipped out completely.
  + If any points are partially within the range of the clipping window, then it is partially visible.
  + If both points match values within the window, it is not clipped.
  + If both points do not match the values inside the window, it is clipped out completely.
* 1.10 Consider the design of a two-dimensional graphical API for a specific application, such as for VLSI design. List all the primitives and attributes that you would include in your system.
* Primitives:
  + Square
  + Circle
  + Line
  + Point
  + Triangles
* Attributes
  + Color
  + Size
  + Scale
  + Metadata such as text and label.