

EXAM 4.5.2009

OHJ-2706 Tietokonegrafiikka (Computer Graphics 6op)
Examination Questions, Artur Lugmayr

1. Please note the different matrix transformations in homogenous coordinates for rotation, translation, and scaling in 2D and 3D.
2. Please explain Levels of Details (LODs). What is the idea behind LODs? Where is it applied? Which advantages does it give?
3. Which different lightening models do you know? What are their properties and features? What is shading in this context?
4. Please explain in detail the different stages of the graphics rendering pipeline and explain their functionality and purpose.
5. What are spatial data containers? For what are they used and where could they be applied? Explain one example for a spatial data container.