

CSE 167 - Intro to Computer Graphics - Fall 2003

Final exam topics & study problems Selected answers available Dec 4, in class.

The final exam will be cumulative, covering the entire course's material. Since the midterm exam, we will have studied the following topics: inverting barycentric coordinates, bilinear interpolation (but not inverting bilinear interpolation), texture mapping, texture coordinates, mipmapping, (stochastic) supersampling, stochastic supersampling by jittering, environment mapping, bump mapping, the entire color chapter, including conversion between HSL and RGB.

The exam is cumulative and will definitely include new material since the midterm, but will also include material from earlier in the course. A few computational problems from the book:

1. Problem IV.5, page 107.
2. Problem IV.7, page 109.
3. Problem IV.8, page 109.
4. A color is specified in RGB as $R = 0.6$, $G = 0.8$, $B = 0.4$ (on a scale of 0 to 1). Give its HSL representation.
5. A color is specified in RGB as $R = 0.2$, $G = 0.5$, $B = 0.5$ (on a scale of 0 to 1). Give its HSL representation.
6. A color is specified in RGB as $R = 0.2$, $G = 0.0$, $B = 0.5$ (on a scale of 0 to 1). Give its HSL representation.
7. A color is specified on the HSL scale as $H = 180^\circ$ (scale of 0 to 360), and $S = 0.5$ and $L = 0.4$ (scale of 0 to 1). Give its RGB specification
8. Problem VI.1, page 153.