

DM809 Computer Game Programming I: Graphics

Fall 2010

Exam Questions/Topics

1. Transforms
2. Texturing
3. Shading
4. Acceleration algorithms

The exam takes place October 27. The examination time is 25 minutes (including grading, etc.). The exam is without preparation—thus, after you draw a random question/topic among those above, the examination starts immediately. You should plan to make a 15 minute presentation of the topic using the blackboard (you cannot bring transparencies), focusing on central and interesting parts. We may ask brief questions during your presentation. Afterwards, we may ask questions related to the topic, and to the rest of the curriculum. The oral exam is not based on the project of the course.

The exam curriculum is:

- Chapters 1–8 (*except* sections 4.4, 4.5, 5.6.1), chapter 10 (*except* sections 10.9, 10.10, 10.11), section 12.5, chapter 14, sections 18.1, 18.2, A.3.2, and A.4 in :

Real-Time Rendering, 3rd edition. Tomas Akenine-Möller, Eric Haines, and Naty Hoffman. A.K. Peters, 2008. ISBN 987-1-56881-424-7.

- Section 15.3.8 in:

Advanced Animation and Rendering Techniques. Alan Watt and Mark Watt. Addison-Wesley, 1992. ISBN 978-0201544121.

- Pages 81-82 in:

3D Game Engine Design. David H. Eberly. Morgan Kaufmann, 2001. ISBN 1558605932.