ISA on Computer Game Programming

Fall 2019

Exam Topics

1. Transformations

2. Projection

3. Shading

4. Quaternions

The exam takes place Wednesday, January 29 (rooms U14 and U20). A new student is examined every 30 minutes (this includes grading, change of student, etc.). The exam is with preparation—thus, after you draw a random topic among those above, you are allowed around 30 minutes on your own in another room to rehearse your planned presentation. At the exam, you should make a presentation of around 15-17 minutes of the topic (or some central and interesting part of it) using the blackboard. You cannot bring transparencies—however, you can bring a short list (maximum half a page) of keywords/talk outline, which should be used as sparingly as possible. The examiner and the external examiner may ask questions during your presentation. Afterwards, they may ask questions related to the topic, and to the rest of the entire curriculum (also things not completely covered by the above topics). The oral exam is not based on the project of the course.

The exact curriculum is what is mentioned under "Reading" on the course web page.