DM809 Computer Game Programming I: Graphics

Fall 2008

Exam Questions

1. Transforms

2. Texturing

3. Shading

4. Acceleration algorithms

The exam takes place October 22 in U149C. The first person draws a question at 09:00, and a new student is taken in every 25 minutes (except for a lunch break). The order of students can be found on a sheet posted on the Imada billboard.

The examination period (including grading, etc.) is 25 minutes. The exam is without preparation—thus, after you draw a question/topic among the four above, the examination starts immediately. You should plan to make a 15 minute presentation using the blackboard (you cannot bring transparencies). 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 exam is not based on the project of the course.

The exam curriculum is:

- Chapters 1–8, 10, and 14 (*except* sections 4.4–5, 5.6, 10.4, and 10.9–11), and sections 12.5.1, 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 and 85-87 in:

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