

CMSI 371
COMPUTER GRAPHICS
Spring 2007

Assignment 0417 (and 0419 Extra Credit)

Not really an assignment; more of an announcement (plus the usual readings).

Not For Submission

1. Hidden surface removal is discussed in Angel Chapter 7, Section 7.11.
2. For more details on lighting and shading, read Angel Chapter 6.
3. Read Angel Chapter 7, Sections 7.8–7.10 for more on rasterization, including the rasterization of line segments.
4. Programmable shading is covered in Angel Chapter 9 as well as red book Chapter 15 and Appendix I; to get really into it, the recommended-but-not-required “orange book” by Randi Rost is a must.

For Submission

As discussed in class we will have a “lab session” this Tuesday, April 17. The session is an opportunity for me to see where you are with your projects, and to address any questions/issues/concerns that you may have.

We’ll meet at the Keck lab on that day; log in or plug in and have everything ready so that we can get started as quickly as possible.

Extra Credit (Due 0419)

You’ll get an extra assignment credit if you try your hand at implementing the general polygon scan conversion algorithm that was walked through in class. As with the projection assignment, you may use either Java Swing, “2D-only” OpenGL, or JavaScript using the canvas tag.

The main idea here is to implement a function *dramPolygon(vertexList)*, which will then display the polygon specified by *vertexList* in the 2D graphics area. Accompany your main algorithm with a driver/demonstration that displays a number of polygons using your implementation.

If you do this, commit it to `/homework/cmsi371/mypolygon` and tag it as `hw-0419`.