

CMSI 371
COMPUTER GRAPHICS
Spring 2009

Assignment 0430

This assignment lists the remaining readings that fill out the last units from the semester, plus moves a task that you need to do for your project anyway to a little bit earlier, so that you can get it done sooner (and for credit, too!).

Not for Submission

1. Read Angel Sections 7.3–7.7 for the full run-down on clipping.
2. Angel Sections 7.9–7.10 covers rasterization/scan line conversion.
3. Angel Chapter 6 deals with lighting and shading in greater detail.
4. Finally, Angel Section 7.11 covers hidden surface removal (and, since we talked about it briefly, Section 7.12 covers antialiasing).

For Submission

You're going to do this anyway, so may as well do it sooner (and you should in any case): complete/finalize the README that you have for your gallery room/object. This README should now have a full description of what your project does, as well as complete instructions on how to interact with it. Commit it to your respective locations on the shared CVS repository.