Assignment 6

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Due Apr. 29

Each of the five problems is worth five points.

1. Explain what is accomplished by the view transformation.

2. Explain what is accomplished by the projection transformation.

3. Write a one paragraph description of ray tracing. Include an advantage or two and a disadvantage or two.

4. What is the effect upon specular highlights when the shininess coefficient is increased?

5. Consider all the combinations of near or far viewers, near or far light sources, flat or curved surfaces, and diffuse or specular reflections ($2^4 = 16$ combinations). For which combinations can you simplify the shading calculations? For which combinations does the use of the halfway vector help? Explain your answers.