

Question Set 8

CS 420

Chapters 12 and 13

1. Give two reasons for performing clipping.
2. Why do we take the intermediate step of computing and clipping against clip coordinates, rather than immediately computing normalized device coordinates and clipping against them?
3. What are the comparisons used in performing clipping?
4. What is backface culling?
5. Conceptually and computationally, how do we determine if a triangle's front face is visible to the camera?
6. Starting from three vertices in window coordinates, explain how to rasterize a triangle.

