# CS 184, Spring 2001 Final Professors Brian A. Barsky and James F. O'Brien

#### Problem #3

(a) [4 points] In the scene below, label the brightest spot on the object assuming that it has a diffuse (Lambertian) surface.



(b) [4 points] Label the brightest spot on the object assuming that it has a highly specular surface.







Camera

## Problem #4

[4 points] In 25 words of less, what is the difference between local and global illumnation?

## Problem #7

[9 points] Indicate which cubic splines have the specified properties.

	Hermite	Bézier	Catmull-Rom
(a) Convex hull property			
(b) Fully interpolatory			
(c) Specify the slop of the curve			
at the endpoints of each segment			

## Problem #8

[1 point] Did you put your name on the front of this exam?

## Problem #9

[5 points] Which of the following would allow a ray tracer to simulate diffuse reflection?

(a) Deeper recursion

- (b) Shooting more rays at each bounce (in random directions)
- (c) Fuzzy logic

(d) Higher precision arithmetic

Please explain your answer.

## Problem #10

[4 points] A radiosity solution for a particular environment is computed and displayed. What parts (if any) of the solution would need to be recomputed if the viewpoint is moved?

## Problem #13

[9 points] What is the difference between bump mapping, dispacement mapping, and environment mapping?

## Problem #14

[4 points] Why would you want to perform back-face culling if you already had a built in hardware Z-buffer?

## Problem #15

[4 points] You are producing a film for a screen that is not flat (like an IMAX screen). What would be a good rendering technique to use?

## Problem #16

[4 points] Name two shapes which could be the result of (planar) perspective projection applied to a line segment.

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#### Posted by HKN (Electrical Engineering and Computer Science Honor Society) University of California at Berkeley If you have any questions about these online exams please contact <u>examfile@hkn.eecs.berkeley.edu.</u>