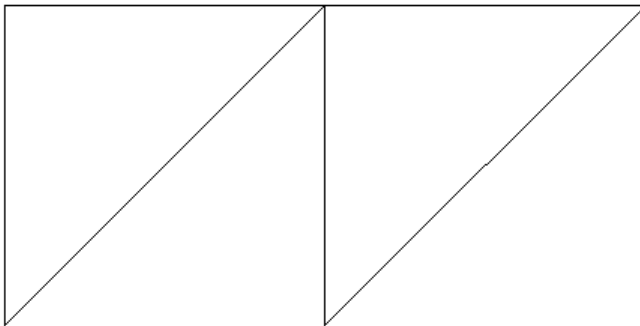


1. What is a FrameBuffer data structure? What does it contain? What does it represent? How is it used in a graphics rendering pipeline?
2. What is a Model data structure? What does it contain? What does it represent? How is it used in a graphics rendering pipeline?
3. What is a Position data structure? What does it contain? What does it represent? How is it used in a graphics rendering pipeline?
4. What is a Scene data structure? What does it contain? What does it represent? How is it used in a graphics rendering pipeline?
5. Briefly describe the contents of a PPM file. In what ways is a PPM file similar to a FrameBuffer object? In what ways is a PPM file different from a FrameBuffer object.
6. Briefly describe each of the following coordinate systems.
 - (a) model coordinates
 - (b) camera coordinates
 - (c) image-plane coordinates
 - (d) pixel-plane coordinates
 - (e) viewport coordinates (in a framebuffer)
 - (f) framebuffer coordinates
7. When is it preferable to use orthographic (parallel) projection? When is it preferable to use perspective projection? Explain why.
8. Draw a simple diagram that explains how to derive the projection formula for the x-coordinate.

9. Consider the following block of code.

```
Model m = new Model("Problem 9");
m.addVertex(new Vertex( 0,  1, 0),
             new Vertex( 1,  0, 0),
             new Vertex(-1, -1, 0));
m.addPrimitive(new LineSegment(0, 1),
               new LineSegment(1, 2),
               new LineSegment(2, 0));
Position p = new Position(m, new Vector(0,0,0));
```

- (a) Draw a picture of what would be drawn if we rendered the position `p` built by this code using an orthographic projection looking down the z -axis? In your picture, label the vertices in order from vertex 0 to vertex 2.
 - (b) How many Java objects does this code instantiate, counting all the objects that are composed in other objects? Draw a detailed picture of what the relationships between the objects “looks like” in the Java heap (which objects refer to which objects?).
 - (c) Write a minimal Java program that will compile and run and draw the above position (by “draw” I mean write the `FrameBuffer` to a file that can be viewed).
10. Write code similar to the code in the previous problem that will define the `Model` shown in the following picture. Write a minimal Java program that will compile and run and draw the model.



11. Suppose that we get the following logging output from rendering a Scene.

```
== Begin Rendering of Scene: ==
-- Current Camera:
Camera:
perspective = true
==== Render position: Problem 11 ====
---- Translation vector = [x,y,z] = [ 0.00000 1.00000 -1.00000]
===== Render model: Problem 11 =====
0. Model      : vIndex = 0, (x,y,z) = ( -1.00000 0.00000 0.00000)
0. Model      : vIndex = 1, (x,y,z) = ( 1.00000 0.00000 0.00000)
0. Model      : vIndex = 2, (x,y,z) = ( 0.00000 -1.00000 0.00000)
1. Camera     : vIndex = 0, (x,y,z) = ( -1.00000 1.00000 -1.00000)
1. Camera     : vIndex = 1, (x,y,z) = ( 1.00000 1.00000 -1.00000)
1. Camera     : vIndex = 2, (x,y,z) = ( 0.00000 0.00000 -1.00000)
2. Projected  : vIndex = 0, (x,y,z) = ( -1.00000 1.00000 -1.00000)
2. Projected  : vIndex = 1, (x,y,z) = ( 1.00000 1.00000 -1.00000)
2. Projected  : vIndex = 2, (x,y,z) = ( 0.00000 0.00000 -1.00000)
3. Pixel-plane: vIndex = 0, (x,y,z) = ( 0.50000 200.40005 0.00000)
3. Pixel-plane: vIndex = 1, (x,y,z) = ( 200.40005 200.40005 0.00000)
3. Pixel-plane: vIndex = 2, (x,y,z) = ( 100.45002 100.45002 0.00000)
3. Pixel-plane: LineSegment: [0, 2]
3. Pixel-plane: LineSegment: [1, 2]
4. Rasterize: LineSegment: [0, 2]
   vIndex = 0, (x,y,z) = ( 0.50000 200.40005 0.00000)
   vIndex = 2, (x,y,z) = ( 100.45002 100.45002 0.00000)
4. Rasterize: LineSegment: [1, 2]
   vIndex = 1, (x,y,z) = ( 200.40005 200.40005 0.00000)
   vIndex = 2, (x,y,z) = ( 100.45002 100.45002 0.00000)
===== End model: Problem 11 =====
==== End position: Problem 11 ====
== End Rendering of Scene ==
```

- (a) Draw a picture of what was drawn in the FrameBuffer (assume that the FrameBuffer is square). In your picture, label the vertices in order from vertex 0 to vertex 2.
- (b) Write a minimal Java program that will compile and run and produce this logging output.

12. Suppose we have a `Framebuffer` object that is 200 pixels by 200 pixels. Suppose we define a 100 pixel high by 200 pixel wide `Viewport` within the `Framebuffer` so that the `Viewport` is centered in the `Framebuffer`.

Let $v = (4, -3, -6)$ be a vertex in the camera coordinate system.

Use the formulas in the accompanying formula sheet to answer these questions.

- (a) What vertex in the image-plane $z = -1$ does the vertex v project to?
 - (b) What point in the pixel-plane is the projected v transformed to by the pixel-plane transformation?
 - (c) Which pixel in the `Framebuffer`'s `Viewport` represents the vertex v ? (Be sure to use the correct `Viewport` pixel coordinate system.)
 - (d) Which pixel in the `Framebuffer` represents the vertex v ? (Be sure to use `Framebuffer` pixel coordinates.)
 - (e) Which index in the `Framebuffer`'s pixel-array represents the vertex v ?
 - (f) Write a minimal Java program that will compile and run and use its debugging output to verify your calculations.
13. Suppose that a `Framebuffer` is 600 pixels wide by 400 pixels tall and it is stored in row-major form with a single `int` per pixel.
- (a) Where in the pixel-array is the pixel with `Framebuffer` coordinates (257, 188)? Show your calculation.
 - (b) Write a brief, but complete, program to verify your result from part (a).
 - (c) Suppose that the `Framebuffer` has a `Viewport` that is 200 pixels wide by 200 pixels tall with upper left hand corner at `Framebuffer` coordinate (150, 150). Where in the pixel-array is the pixel with `Viewport` coordinates (88, 165)? Show your calculation.
 - (d) Write a brief, but complete, program to verify your result from part (c).
14. Let $v_1 = (0.4, 0.8, -1)$ and $v_2 = (2.2, -0.3, -1)$ be two vertices in the image-plane $z = -1$ and suppose that they define a `LineSegment`.
- (a) Draw on a piece of paper a simple (2D) picture of the image-plane, the view rectangle, and this line segment.
 - (b) Write a program that renders the line segment into an 800 by 800 pixel `Framebuffer`.
 - (c) Use your program to determine, from the debugging information, the exact pixel where the line segment leaves the `Framebuffer`.

15. Suppose we have a `Framebuffer` object `fb` that is 10 pixels wide by 3 pixels high and this `Framebuffer`'s `Viewport` is set to be all of the `Framebuffer`.

```
Framebuffer fb = new FrameBuffer(10, 3);
```

Suppose we have a `Model` object `m` and this `Model` contains a single `LineSegment` that is a diagonal across the view rectangle in the image-plane.

```
Model m = new Model("Problem 15");
m.addVertex(new Vertex(-1, -1, -1),
            new Vertex( 1,  1, -1));
m.addPrimitive(new LineSegment(0, 1));
```

Suppose we render this `Model` into the `Framebuffer`.

```
Scene scene = new Scene();
scene.addPosition(new Position(m));
Pipeline.render(scene, fb);
```

Which pixels in the `Framebuffer` are turned on (that is, not black) by the rasterizer when it draws this line?

Hint: Notice that the above code is a complete program. You can check your answer by using `renderer_1` with the following options set in the program.

```
scene.debug = true;
Rasterize.debug = true;
Pipeline.render(scene, fb);
System.out.println(fb);
```

16. Consider the following two blocks of code. Both blocks draw three line segments in a `Framebuffer` but there are only two `Vertex` objects and one `LineSegment` object. Carefully explain how each block of code manages to render the single `LineSegment` object in three different places in each `Framebuffer`.

```

var fb = new FrameBuffer(200, 200);
var scene = new Scene();
var model = new Model();
model.addVertex(
    new Vertex(-0.5, 0, -1),
    new Vertex(+0.5, 0, -1));
var ls = new LineSegment(0, 1);
model.addPrimitive(ls);
scene.addPosition(
    new Position(model),
    new Position(model),
    new Position(model));
scene.getPosition(1)
    .translate(0, 0.5, 0);
scene.getPosition(2)
    .translation(0, -0.5, 0);
Pipeline.render(scene, fb);
fb.dumpFB2File("Problem_16a.ppm");

var fb = new FrameBuffer(200, 200);
var scene = new Scene();
var model = new Model();
model.addVertex(
    new Vertex(-0.5, 0, -1),
    new Vertex(+0.5, 0, -1));
var ls = new LineSegment(0, 1);
model.addPrimitive(ls);
scene.addPosition(
    new Position(model));
Pipeline.render(scene, fb);
scene.getPosition(0)
    .translate(0, 0.5, 0);
Pipeline.render(scene, fb);
scene.getPosition(0)
    .translate(0, -0.5, 0);
Pipeline.render(scene, fb);
fb.dumpFB2File("Problem_16b.ppm");

```

17. Describe the animation created by the frames that this code generates.

```

final Scene scene = new Scene();
final Model m0 = new Model("horizontal"), m1 = new Model("vertical");
m0.addVertex(new Vertex(-1.0, -1.0, -1.0), new Vertex(1.0, -1.0, -1.0));
m0.addPrimitive(new LineSegment(0, 1));
m1.addVertex(new Vertex(-1.0, -1.0, -1.0), new Vertex(-1.0, 1.0, -1.0));
m1.addPrimitive(new LineSegment(0, 1));
scene.addPosition(new Position(m0), new Position(m1));
final FrameBuffer fb = new FrameBuffer(512, 512, Color.darkGray);
for (int j = 0; j <= 50; ++j) {
    fb.clearFB();
    Pipeline.render(scene, fb);
    fb.dumpFB2File(String.format("Review_Problem_17_Frame%03d.ppm", j));
    final Vector t0 = scene.getPosition(0).getTranslation();
    final Vector t1 = scene.getPosition(1).getTranslation();
    scene.getPosition(0).translate(t0.x, t0.y + 0.04, t0.z);
    scene.getPosition(1).translate(t1.x + 0.04, t1.y, t1.z);
}

```