

Graphics Exam:

1. (30) Your eye is located at $(20, 10, 40)$. The screen is located at $z=0$. The screen corner coordinates are $(0, 0, 0)$ and $(40, 30, 0)$. A ball of radius 25 is located at $(20, 15, -60)$. If the ball is projected onto the screen, what is the radius of the projected ball? All coordinates are (x, y, z) triplets.
2. (30) Write the pseudocode used to generate fractal lightning.
3. (40) Define, compare, and contrast the diffuse and specular components of the generalized graphics lighting model.

Define each vector.

Define the critical parameters of each component and show how the values of each are generated.

