Exam prep, Review

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1

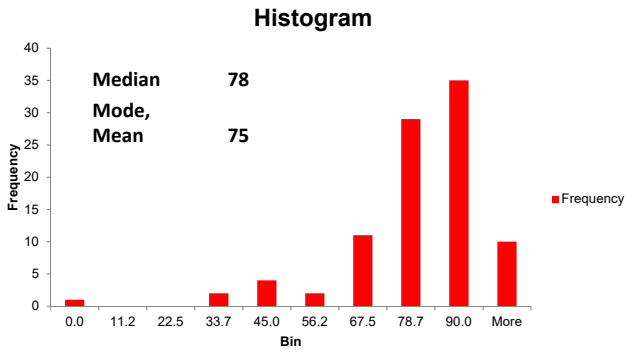
Today

- Announcements
  - Face-to-face grading reminder. Must finish this week
  - Practice questions
- TA evaluation
- Grade statistics, so far
- Exam prep
- Review

2

Performance so far (A1:A3, Q1:Q3, 63% of total)

- Very good performance so far, great job!
- But you can still improve your grade
- Final exam is worth 27%



3

Exam Format

- The exam will be similar to quizzes, but longer. Closed book, closed electronic device (laptops, phones, etc. should be out of sight).
- 150 marks (in 150 minutes)
- Three types of questions
  - small questions (fill in the blank, many choices given) "Can you recognize the concepts?"
  - direct questions (write down short answer) "Do you understand the concepts?"
  - problem solving questions "Can you use your knowledge in a new situation?"

4

Exam Format

- The first two question types are meant to be easy. Try to go through them quickly, so that you have time to think about the problem solving questions at the end.
- Some questions may have multiple parts that build on one another. You can get credit for later parts if you show your steps

5

Exam Format (changes)

- New: you may be asked what a small piece of code does.
  - This will be similar to code you have seen in your assignments
- New(ish): You may be asked to write small program fragments. Exact syntax is not important, but conceptual understanding is. E.g., you should know different types of data you can pass to shaders, and how to do that from an Three.js program. Straightforward if you understood what you did in the assignments.

6

Exam Preparation

- Review lecture notes, text, and assignments
- Everything covered in lecture could be on the exam
- Everything covered in listed textbook chapters could be on the exam
- Practice:
  - Take a look at the quizzes, and make sure you understand the techniques, not just the answers. Try to do them as a test. Some questions will be variations of quiz questions.
  - I posted some practice problems for recent materials on Piazza. Try the questions yourself first. Solutions posted in a week.

7

Pre-exam learning support

- Piazza will be monitored during week days
- Extra office hours in 005 lab
  - Dec 15: 12-2pm
    Dec 18 am: 10-12pm
    Dec 18 pm: 1-3pm
- Will post a Doodle poll for review topics to be covered in part of the office hour

8

Textbook reading

- Read ALL of Chapters 1-18 and Appendix A, except as noted below
  - Skip all of Chapters 7,8,13
  - Ch 2: skip Eq. 2.5
  - Ch 10,11: focus mainly on lecture notes. Use text for clarification. skip 10.3.2, 10.3.3, 11.2.1,
  - Ch 12: skip 12.2, 12.4
  - Ch 18: Understand concepts. No need to memorize the resampling equation. See lecture notes.

9

Course recap

10

Significant Recent Changes to 314

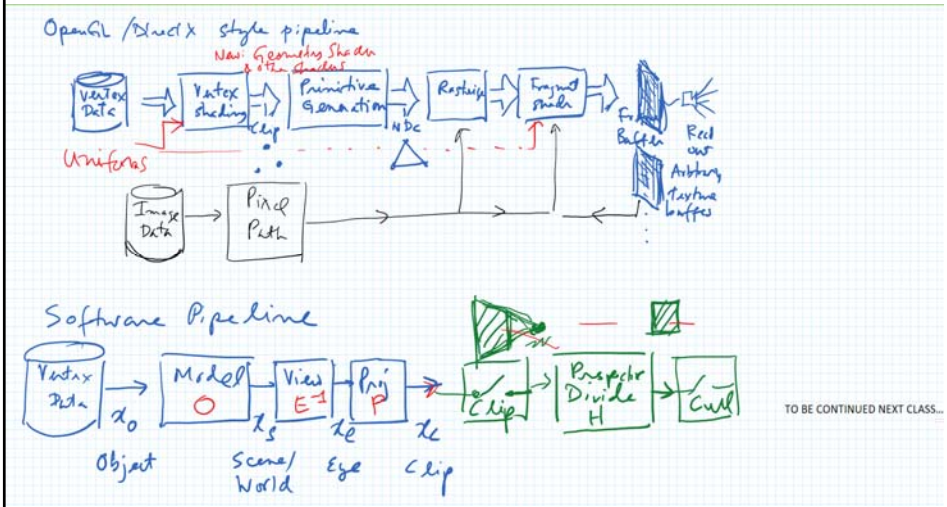
- Computer graphics using a modern, shader-based, approach
  - This is the state of the art in interactive graphics, for OpenGL and DirectX, also WebGL and OpenGL ES
- All assignments using Three.js and WebGL
  - Simplifies setup, experimentation, and deployment
- Textbook, online for free from UBC library
  - Tried to stay close to the textbook to make it easier to review material
  - But some changes (e.g., better notation) and additions (e.g., interpolation) as needed

11

- Rather than fast forward through the course, will try to provide big picture, now that you know the most important pieces
- Will use the WebGL and Conceptual Graphics Pipelines to highlight key points

12

Switch to tablet



13