



COMPSCI 715SC 2003

The Final Exam

Research Frontiers in Computer Graphics

Lecturer: Kevin Novins

Overview:

The final exam will be two hours long and the marks will be divided in half – one half for Richard's section and one half for mine. My part of the final exam is meant to test your ability to understand and analyse a recent paper in computer graphics.

The Paper:

The paper is:

Igarashi, T., Matsuoka, S., Tanaka, H., "Teddy: A Sketching Interface for 3D Freeform Design", Computer Graphics Proceedings, Annual Conference Series 1999, pp. 409-416, 1999.

It is available as a pdf file from the ACM digital library, and at <http://www.mtl.t.u-tokyo.ac.jp/~takeo/papers/siggraph99.pdf>. The author has a java demo and a video clip available at <http://www-ui.is.s.u-tokyo.ac.jp/~takeo/teddy/teddy.htm>.

In 1999, a panel of experts voted this one of the papers from SIGGRAPH 1999 most likely to make a significant impact on the field.

The exam will be closed book, however you will be furnished with a copy of the paper as an attachment to the exam paper.

How to Study:

You are free to study the paper any way you like. Forming study groups and dividing up work (as you did for your projects) is probably a good idea. I would be pleased to see discussion on the forum about the finer points of the paper.

You will find that Richard and I will be uninformative about the paper. The purpose of this exercise is to see what you can do on your own using the skills that you have developed in the course – not what we can explain to you, either one-on-one or in lectures.

I will not be more specific about content other than to say that you should try to understand the paper as well as you reasonably can. I will try to ask a range of questions. I am calibrating based on 10-15 hours of study for the average student to get an average mark. You should work to understand the main ideas of the paper and then try to fill in as many details as possible given the study time you have available.