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CS 381 Computer Graphics, Fall 2008
Midterm Exam Solutions

The Midterm Exam was given in class on Thursday, October 23, 2008.

1. [4 pts] **Drawing ... Where?** Your instructor says that objects should always be drawn with their natural center at the origin. Why? And if we do this, how do we indicate where an object is to appear in the scene?

We draw with the natural center at the origin so that we can easily rotate and scale the object using rotation and scale transformations, without changing its location.

We then position the object using a translation transformation.

2. [7 pts total] **Animation & Buffers.** When we do real-time animation, we usually do a certain trick with the framebuffer(s).
2a. [5 pts] What is this trick called, and what exactly do we do? (What happens, not what goes in the code.)

The trick is called "double-buffering". We use two framebuffers: the back buffer, which is off-screen, and the front buffer, which is on-screen (visible). We draw into the back buffer. Then, when an animation frame is complete, we swap the buffers so that the completed frame becomes visible.

2b. [2 pts] What bad thing happens if we do not do this buffer trick?

If we do not do this, then the user gets to see partially drawn frames, and the animation appears to flicker.

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