Final Exam covers the following topics:

Chapter 6: Clipping Algorithms
Chapter 7: 3D Clipping Algorithms
Chapter 8: 3D Object Representations
Chapter 9: Visible Surface Detection Algorithms
Bezier Curves and Surfaces
3D Modeling
Subdivision Schemes
Rendering (including Texture Mapping)
Color
Animation
Properties of Bezier Curves
Subjects (such as BVH and Texture Mapping)
related to Programming Assignments 3-6