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