Review

- Modeling
  - Description
  - Creation
- Rendering
  - Visualization
  - Illumination

Object Description

- Models
  - Solids (Point Sets)
    - Parametric
    - Implicit
- Representation Schemes
  - Geometric
    - Primitive
    - Decomposition
    - Constructive
    - Auxiliary

Object Creation

- Operations
  - Geometric
  - Topological
  - Combination
- System Achitecture
  - Single
  - Multiple
    - Dual
    - Hybrid
- Modeling Techniques
  - Free Form
  - Building Blocks
  - Generative
  - Sampling

Visualization

- Specification
  - Camera
  - Objects
- Operations
  - Viewing Transformations
  - Clipping
  - Rasterization
  - Visibility

Illumination

- Specification
  - Eye
  - Light Sources
  - Materials
- Local Computation
  - Diffuse
  - Specular
- Global Computation
  - Direct
  - Recursive
  - Relaxation