Interactive Graphics Course Errata 2010

The errors below were in the handouts given out during the lectures. The versions on the web have now been corrected. If you spot any more errors please let me know. dfg@doc.ic.ac.uk

Lecture 10

Error in equation 2 on page 3 of the notes:

$$\mathbf{P}(\mu,\nu) = \mathbf{P}(\mu,0)(1-\nu) + \mathbf{P}(\mu,1)\nu + \mathbf{P}(0,\nu)(1-\mu) + \mathbf{P}(1,\nu)\mu - \mathbf{P}(0,0)(1-\mu)(1-\nu) - \mathbf{P}(0,1)(1-\mu)\nu - \mathbf{P}(1,0)\mu(1-\nu) - \mathbf{P}(1,1)\mu\nu$$
(2)

Tutorial 7 Solution

Solution updated, 24/3/10 The original solution to question 1 only covered the special case of the box being axis aligned. The more general case of the box in any orientation has been added.

Tutorial 8 Solution

Solution updated 23/3/10 In the earlier version of the solution to tutorial 8 (Radiosity) the area of patch *i* was stated as 1/sqrt(2). The correct area is 1/2. The solution on the web is now correct. Note also that patch i is not a right angled triangle.