





Comprehensive grid of 100+ study cards on computer graphics topics. Each card includes a title, key concepts, diagrams, and equations. Topics include: Ray Casting, Intersection in Screen Space, Occlusion Culling, Spherical Harmonic Clipping, BRDF, Ideal Diffuse Reflection, Phong Specular Model, Microfacet Theory, Image-Based Acquisition, UV Coordinates, Normal Mapping, Displacement Mapping, Spherical Harmonics, Radiance Transfer, and many others. Equations for BRDF, Phong shading, and visibility are provided throughout.

