

Test 1 coverage

- 1 Ray Tracing: basic algorithm, rays, triangles, spheres, intersections, illumination equations, vector algebra
- 2 Data structures for triangle meshes: triangle/vertex/adjacency table, half-edge datastructure
- 3 Transformations: elementary (rotations, shears, scalings, symmetries), composition and matrix multiplication, homogenous coordinates, translations, basics of perspective projection (understand why it's possible to represent it using a 4×4 matrix)
- 4 Z-buffer, back face culling, triangle strips and fans, clipping, shading models