

## Lecture 22: Non-Photorealistic Rendering (NPR) – Review Questions

- Explain how you might modify the traditional graphics pipeline to render an object to look like a pen-and-ink illustration (i.e., using strokes).
- For your algorithm, will there be problems with coherence if the scene is animated (e.g., if the camera viewpoint changes over time)? Why or why not? If there are coherence problems (probably true), then how might you solve them?
- Explain how you might modify the traditional graphics pipeline to do cartoon shading.
- Explain some of the principles that should be followed to create the look of a technical illustration.
- One common complaint about NPR, especially when it is used to process photographs, is that the results can look like a filter has been run over the image. In other words, the resulting image may have no clear visual interest. Can you think of a way to make the rendering process more interactive, so that user / artist input can be exploited to improve the final results.