

1. The fast fourier transform was discovered by ___
Cooley and Turkey
2. The data glove was invented at ___
Microsoft
3. The view frustum is the _____ of space visible to the camera.
Volume
4. Usually, in orthographic projections points mapped to points, _____ mapped to straight lines.
Straight Lines
5. The 8 bit computer was invented at ___
Intel
6. Generally, ___ means creation, storage and manipulation of models and images.
Computer graphics
7. The first graphical internet browser was ___
Mosaic
8. The idea of ___ is to increase the apparent number of available intensities.
Halftoning
9. The mapping between two spaces is defined parametrically in terms of the _____ coordinates.
Maximum and Minimum
10. The viewing transform performs the same operation as mounting a camera on a _____ to view a scene.
Tripod