

- vi. What is illumination model?
 - vii. What is Aliasing?
 - viii. Explain glOrtho2Dc) function
- Q.7 a) Use Bresenham's line drawing algorithm to rasterize the line with end points (2,3) and (12,8) 08
- b) Explain in detail basic transformations 07
- Q.8 a) Explain back face detection method and depth buffer method 08
- b) Distinguish between Gouraud and Phong shading methods 07
- Q.9 a) Consider an object ABC with co-ordinates 08
- A (1,1)
- B (10,1)
- C (5,5)
- Rotate the object by 90° in counter clockwise direction and give co-ordinates of transformed object.
- b) List differences between parallel and perspective projection along with their Open GL functions 07
- Q.10 a) What is line clipping? Explain Cohen-Sutherland line clipping algorithm with suitable example. 07
- b) Define following terms 08
- i. Vanishing point
 - ii. Classical viewing
 - iii. Lambertian surface
 - iv. Axonometric projection