Short Questions

1. What are Bezier and B-Spline surfaces used for?
2. Name a method used for rendering polygons.
3. What is the purpose of a color model in computer graphics?
4. What does RGB stand for in color representation?
5. Which transformation changes the size of an object in 3D space?
6. What is the viewing pipeline in 3D graphics?
7. Define raster animations.
8. Name a computer animation language.
9. What is the purpose of a key frame in animation?
10. How does the depth-buffer method work for visible surface detection?
11. Describe back-face detection.
12. What is the primary purpose of composite transformations in 3D computer graphics?
13. Define shear transformation.
14. What are projections used for in 3D graphics?
15. Name a method for clipping in 3D computer graphics.
16. What is the purpose of classification in visible surface detection methods?
17. Describe the area sub-division method for visible surface detection.
18. What are the characteristics of ray tracing?
19. Which color model represents colors using hue, saturation, and lightness components?
20. What is the primary purpose of the B-Spline curve in computer graphics?
21. Which polygon rendering method involves determining the color of each pixel based on its position within the polygon?
22. What is the primary advantage of Gouraud shading over flat shading?
23. Which color model is used primarily for representing colors in printing?
24. What is the primary function of computer animation languages?
25. Which animation technique involves defining a hierarchical structure for animated objects?
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28. What is the primary advantage of the BSP-tree method for visible surface detection?
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