Long Questions

1. Discuss the concept of volume rendering in computer graphics. How is it used to visualize and render volumetric data?

2. Explain the concept of ambient occlusion in computer graphics. How is it used to enhance shading and realism?

3. Discuss the concept of subsurface scattering in computer graphics. How is it used to simulate the translucency of materials such as skin?

4. Explain the concept of environment mapping in computer graphics. How is it used to simulate reflections and enhance realism?

5. Discuss the concept of ray marching in computer graphics. How is it used to render volumetric effects and complex geometries?

6. Discuss the concept of image-based rendering (IBR) in computer graphics. How is it used to create realistic images and immersive environments?

7. Discuss the concept of radiosity in computer graphics. How is it used to simulate global illumination and enhance realism?

8. Explain the concept of photon mapping in computer graphics. How is it used to simulate global illumination and caustics?

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