

**St. JOSEPH'S COLLEGE OF ENGINEERING****DEPARTMENT OF IT****ASSIGNMENT-2****UNIT-2****PART-A**

1. What is blobby object?
2. Define parallel and perspective projections.
3. What is HSV model?
4. Define viewing.
5. What do you mean by complementary colors and primary colors?
6. What is morphing?
7. Define keyframes.
8. Explain about axonometric projection and isometric projection.

**PART-B**

1. Discuss in detail the three dimensional transformation with suitable examples.
2. (i) Discuss briefly about the characteristics of Cubic Bezier curves.  
(ii) Describe the HSV and RGB color models
3. Explain different types of projection in detail and also explain the perspective projection for projecting 3D objects on a 2D surface.
4. Briefly explain how curves are generated using B-spline function and properties of B-spline curves.