Lecture 1

Quiz-1

Set-C

1. Explain how the level of detail (LoD) rendering optimizes the rendering process. [6]

1. a. Solution: Rafi - 148

LoD (1/3)

- Rendering speed ↔ number of triangles being drawn
  - More triangles: more storage.

[0, 0, 3], [0, 3, 3], [0, 3, 0], [0, 0, 0],
[3, 0, 3], [3, 3, 3], [3, 3, 0], [3, 0, 0]

- It is worthwhile to minimize the number of triangles used to represent a model.
  - *Level of detail or LoD* optimizes the rendering of complex models by varying level of detail
  - If the model is viewed in the distance, fewer triangles needed and vice versa

Origin42

1. Lecture -01

a) Explain the level-of-detail rendering. [3]

1. a. Solution: ***Already added …***

1. b) What is a vanishing point? Give an example scenario of multiple vanishing points. [3]
1. b. Solution: ***by 45*** In computer graphics and perspective drawing, a vanishing point is a point in the distance where parallel lines appear to converge or "vanish" when extended. A single vanishing point is often used in one-point perspective, where all parallel lines converge to a single point on the horizon line.Multiple vanishing points are used in two-point and three-point perspective to create a more realistic depiction of three-dimensional space. Two-Point Perspective: For example, drawing a cityscape with tall buildings. The vertical edges of the buildings converge to one vanishing point on the left and another on the right.

Enigma41

Solution:

Recursive40

Solution: