

CG - Question Bank

- Clipping ,Point Clipping,Line Clipping
- Window to view port transformation
- Cohen-Sutherland line clipping algorithm and Problems
- Sutherland Hodgman polygon clipping and Problems.
- Color models.
- Four basic types of light sources
- Light source properties.
- Illumination Models
- Phong model.
- OpenGL Illumination functions with syntax.
- Basic 3D transformations with matrix representation.
- Affine transformation.
- 3D viewing pipeline with diagram.
- Orthogonal Projection.
- Perspective projection.
- Perspective projection frustum view volume with diagram
- Comparison between parallel projection and perspective projection.
- Vanishing point
- types of perspective projections related to vanishing point.
- OpenGL functions with syntax related gluPerspective(), glFrustum() ,glLookAt(), GlViewport()
- Types of visible-surface detection techniques.
- Depth buffer algorithm.
- Bezier curve definition
- Bezier Curve Properties
- Bezier curve equation for 3 Control Points
- Bezier curve equation for 4 control points.