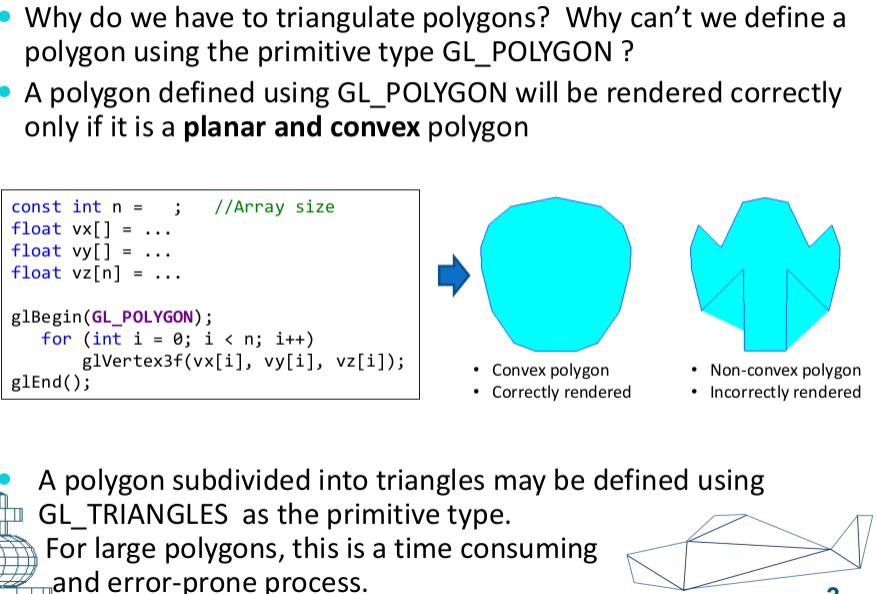
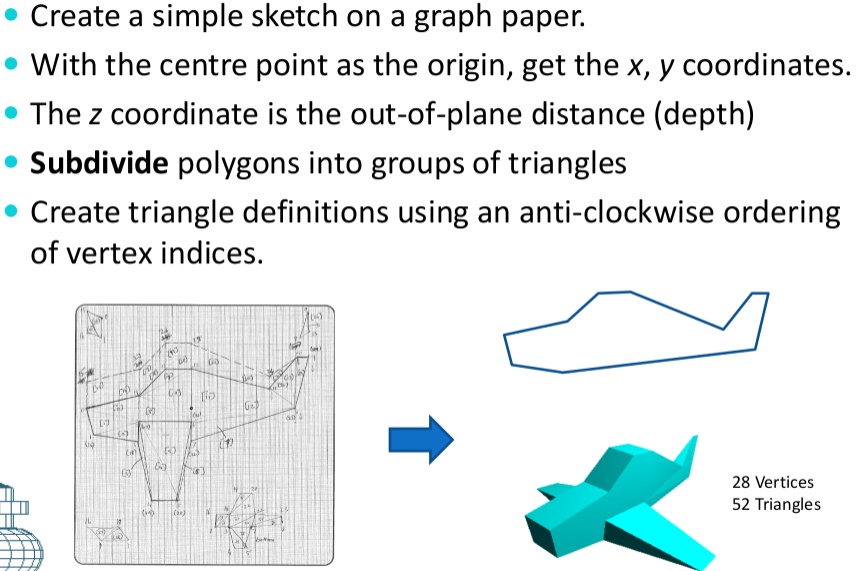
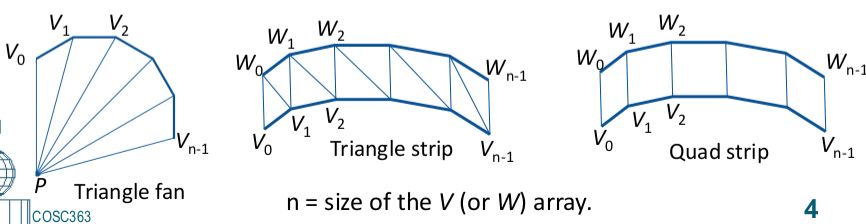
**5. Object Modelling**

interior angle of a **convex** angle is less than and equal to 180 deg

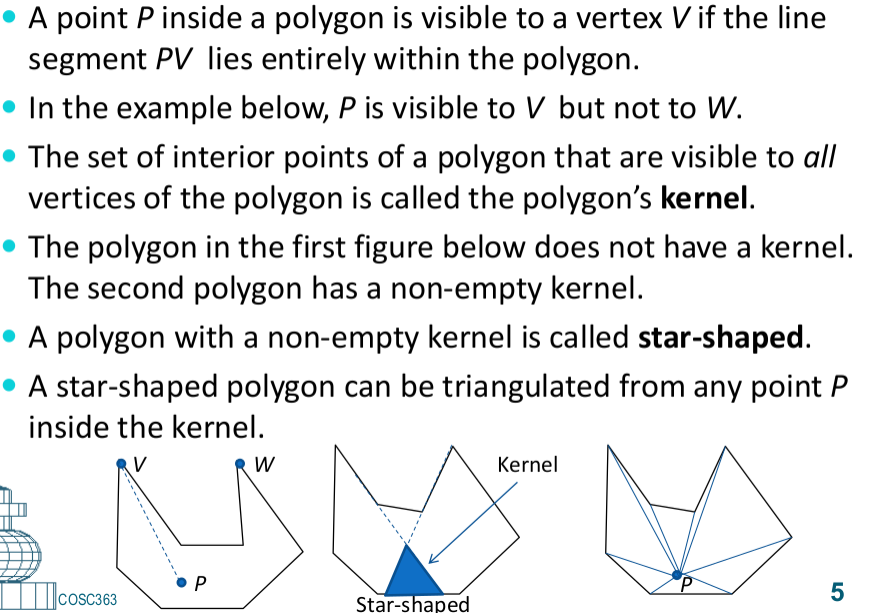
**Primitive Types for Triangulation**

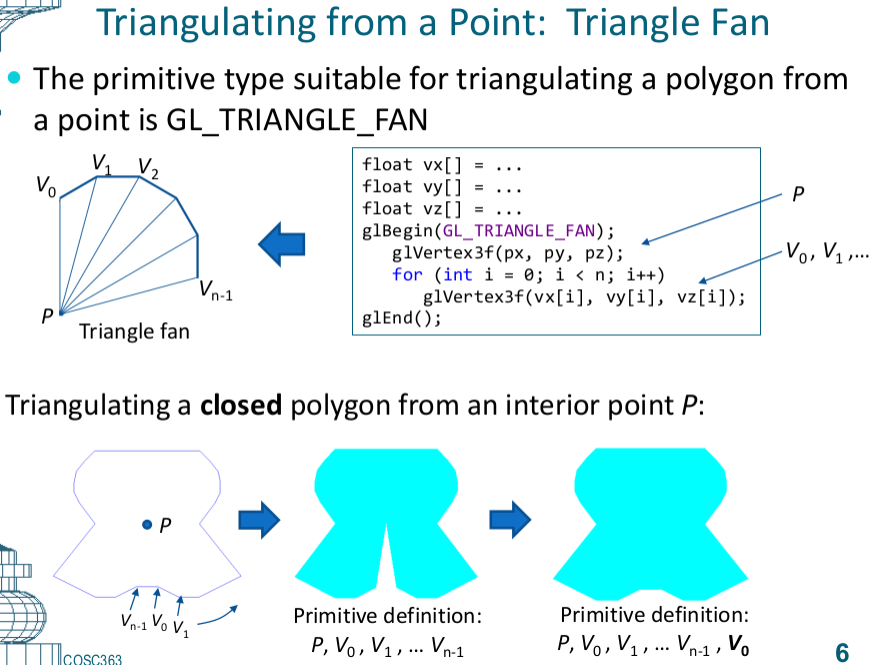
- GL\_TRIANGLE\_FAN

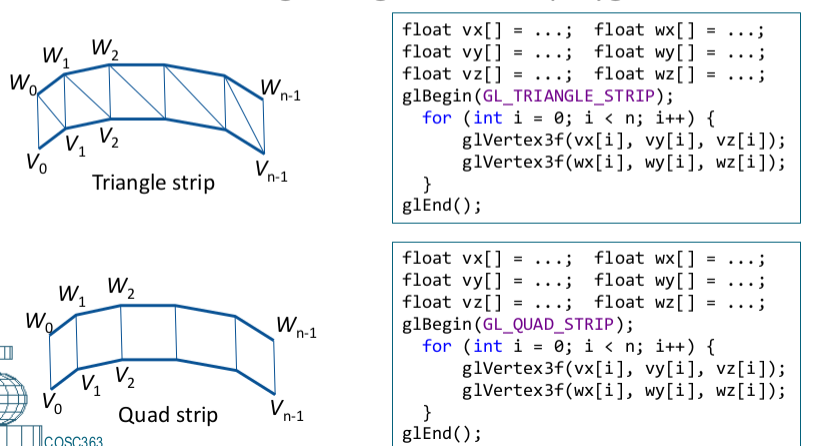
- GL\_TRIANGLE\_STRIP

- GL\_QUAD\_STRIP

-provides a compact representation

**Visibility and Kernel of a Polygon**

kernal = very point sees every vetex in the shap

**Polygon Strips**