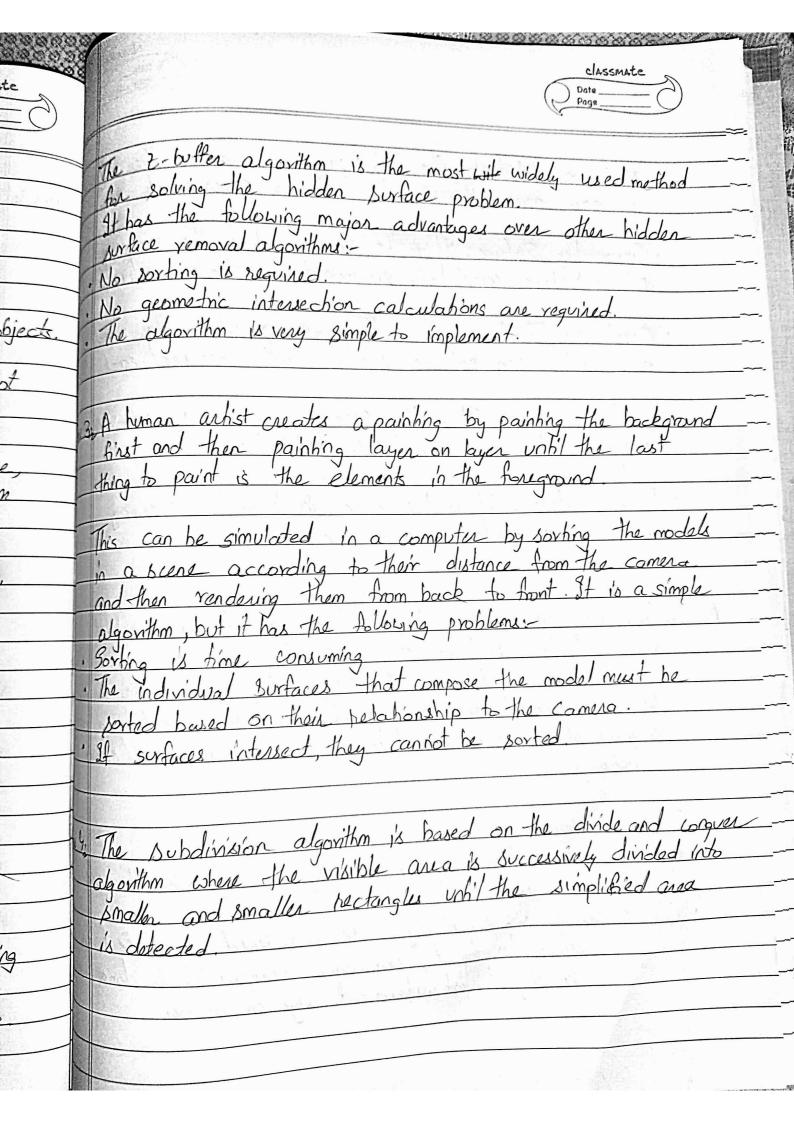


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	Computer Graphics Tutorial 7
Ans 1.	
	One of the most challenging problems in computer graphics is the removal of hidden parts from images of solid objects
	In computer generation, elimination of hidden surfaces is not automatics.
	To remove these parts a to create more realistic image, we must apply a hidden line or hidden surface algorithm to set of objects.
	The algorithm operates on different kinds of scene models, generate various forms of output or cater images of different complexities.
Ans 2;	The "z-buffer" is a 2D array of values equivalent in size to the about buffer which stones the pixel colours of a rendered image.
	Each value in a t-buffer represents the distance between an object vandered at that pinel and the camera.
	Remember that the camera is always at the origin looking down the 2-anis. Therefore the 2 value of an element vepresents the distance from that element and camera.



When we subdivide the window panel against the polygon we may come through the following cases which are: · Surrounding Surface: It is the case in which the viewing polygon burface completely surrounds the whole window panel. · Overlapping Surfaces: It is the case in which the windows

pand and viewing polygon purface both intersect each other. polygon surface its completely Inside the window. · Disjoint Surface: It is the case in which the viewing surface is completely outside the window. Ans 52 Coherence is used to take advantage of the constant value of the surface of the score. It is based on how much regularity exists in the scene. When we moved from one polygon to of one object to another polygon of the same object colour and shearing will remain unchanged. Types of coherence:

- Ezde Coherence: The visibility of edge changes when it crosses Object coherence: Each object is considered separate from others. In object, coherence companision is done using an object ist instead of edge or vertex.

Face coherence: In this faces or polygone which me are generally small are compared with the size of the image. onlygon Area coherence: It was is used with group of pinels covered by some visible purface. pare/ · Depth coherence: Location of various points is separated bused on their depths. ndos Scan line coherence: The object is scanned using one scan
line in then using the second scan line. lewing Frame coherence: It is used for animated objects. of intersection is determined by point of intersection.