Question Bank

Unit 5

1. Explain two approaches used to determine hidden surface.
2. Explain and compare diffused illumination and point source illumination.
3. Explain reflection, shadow and ray tracing
4. Write a short note on
   1. Painter’s Algorithm
   2. Warnock Algorithm
   3. Z-Buffer
5. Explain Backface Detection and removal.
6. List advantages and disadvantages of Z-Buffer algorithm
7. Explain Phong Shading Algorithm.
8. Explain Binary Space Partitioning Algorithm with example.
9. Explain Gaurad Shading algorithm. State its advantages and disadvantages.
10. Write a note on Phong Reflection Model.
11. Explain: A. Diffuse reflection, B. Specular reflection
12. Write a note on: Half toning.
13. Explain Scanline algorithm for hidden surface removal.
14. Describe area subdivision algorithm for visible surface detection.
15. Explain Scanline method for hidden surface removal and explain how it works for figure shown below:



1. Apply scanline method of hidden surface removal on the following figure and do the following:



* 1. Give active edge list for each scanline.
  2. Mention the possible intensities of each scanline.

1. Discuss the merits and demerits of constant intensity shading method, Gouraud shading method and Phong shading method.