1. [Explain the importance of filling algorithms in graphics applications. Differentiate between boundary and flood fill algorithm with algorithm.](https://hamrocsit.com/question/26344/)
2. [Why Liang Barsky Line Clipping Algorithm is efficient than Cohen Sutherland Algorithm? Explain the clipping procedure of Liang Barsky algorithm with suitable example.](https://hamrocsit.com/question/26341/)
3. [Calculate the total memory required to store a 8 minute video in a SVGA system with 24 bit true color and 25 fps.](https://hamrocsit.com/question/22981/)
4. [Differentiate between raster and vector graphics method.](https://hamrocsit.com/question/22954/)with suitable block diagram.
5. [Differentiate between object space and image space methods of hidden surface removal. Describe the Z-buffer hidden surface removal algorithm.](https://hamrocsit.com/question/22920/)
6. [What is the role of ray tracing in visible surface detection? Explain How scan line algorithm is used for back face detection.](https://hamrocsit.com/question/1520/)
7. [List any two disadvantages of BSP tree method in visible surface detection. Make a comparison between Painter’s algorithm and A- Buffer algorithm.](https://hamrocsit.com/question/list-any-two-disadvantages-of-bsp-tree-method-in-visible-surface-detection/)