**Assignment No 3**

**Computer Graphics**

**SE (IT)**

1. Explain viewport and window in detail with example.
2. Explain window to viewport transformation.
3. Explain Cohen-Sutherland line clipping method with suitable example.
4. Explain basic transformation in 3D.
5. Explain 3D transformation rotation about arbitrary axis.
6. Explain different types of parallel projections.
7. Explain with the help of suitable diagram perspective projection.