**Assignment No 5**

**Computer Graphics**

**SE (IT)**

1. What is curve interpolation?
2. What is interpolation? Explain the process of curves approximation.
3. What are the properties of B-spline curve?
4. What are the properties of Bezier curve?
5. Write a short note on animation.
6. What are the steps in design of animation sequence? Describe about each step briefly.
7. What is computer based animation.
8. Write down the difference between conventional animation and computer based animation.