6.	Writ	te short descriptive and illustrated explanations on the following:	
	(a)	Environment and bump mapping. [8]	3]
	(b)	Bresenham's mid-point algorithm for efficient scan conversion of circle	s,
		showing how the decision variables at each step are derived and what the	е

(c) Scan-line fill algorithms for polygon, depth map generation and interpo-

initial conditions need to be.

lated shading calculation.

[8]