1.	(a)	Why is the RGB model a good choice for graphic displays?	[5]
	(b)	Explain how LCD displays work.	[7]
	(c)	What advantages do GPUs have over $\mathrm{CPU/video}$ -controller architecture	s?
			[5]
	(d)	State the main components of a viewing pipeline, giving the principal da values that are passed from stage to stage.	ta [8]