

7. Using precise, labelled diagrams and clear explanation, write short essays on any **two** of the following topics.
- (a) The Phong Reflection Model and its relation to Interpolated Shading.
 - (b) Texture, Bump and Environment mapping.
 - (c) Use of Raytracing and Radiosity in the quest for realism in computer graphics.
 - (d) Shadow generation.