

1. As you can see, in Counter strike, only the playable part of the map is detailed. It is an illusion because a user/player can think that the map is perfect yet if you turn on the noclip, the developers didn't put much details onto it. There are some part of the map where it doesn't render details, but if you move closer, it suddenly appears. Like for example the part where the user ascends up top at CT spawn, at first he can't see the A site and A long, but after he moved a few closer it suddenly appeared. If the developers rendered parts of the map which are unnecessary and can't be seen by players/users, it would use too much of the graphics card and would result to a lower fps. I also would like to ask why developers would create a map that is too big, and use like a half and the center of the map. Also, since graphics cards are developing, battle royale games and open worlds exist. It would "partially" render all parts of the map that's why it limits the frames per second.

2. A sphere consists of multiple triangles. When the quality is at basic, the number of triangles can be counted and shows a bad quality of a sphere even though it doesn't look like one. When the quality is at its best, it shows a lot of triangles and forms a good quality of a sphere. With a multiple stack count, it makes the edges of the sphere smoother.

3. The difference between the two of the teapots is that, one has a smoother edges than the other. From the previous task, a smoother sphere consists of multiple triangles. The many the triangles, the smoother the sphere is. This also shows in the teapot, the teapot with the lower quality has rough edges.