

CG ASSIGNMENT 2

1. Curve and Quadric Surfaces
2. 2 classifications of visible surface detection algorithm. Back face detection method with an example.
3. Depth buffer algorithm used for visible surface detection method. Pros & Cons of it.
4. Differences between perspective and parallel projections.
5. Orthogonal projection in detail.
6. Transformation matrix for perspective projection and give OpenGL 3D Viewing functions.
7. OpenGL code to develop a blue colour square using Display List.
8. Event driven input can be performed for mouse and keyboard device.
9. Hierarchical menus with a suitable program.
10. Logical input operation of picking in selection mode
11. Three distinct modes to obtain measure and trigger in an application program.
12. Various features of good interactive program
13. Properties of Bezier curve. Bezier techniques for generating curves.
14. Input Devices on Client and Server

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