

CS100433  
Computer Graphics  
**Assignment 1**

# Questions

1 What is a graphics pipeline? Why is it called a pipeline?

2 Why should the graphics pipeline be programmable?

3 What are vertex, primitive and fragment?

4 What are geometry and topology?

# Questions

5 What happens when the viewport is reduced? Why?

6 What happens when the clipping window is reduced? Why?

7 Is virtual camera exactly the same as the real camera? Why?

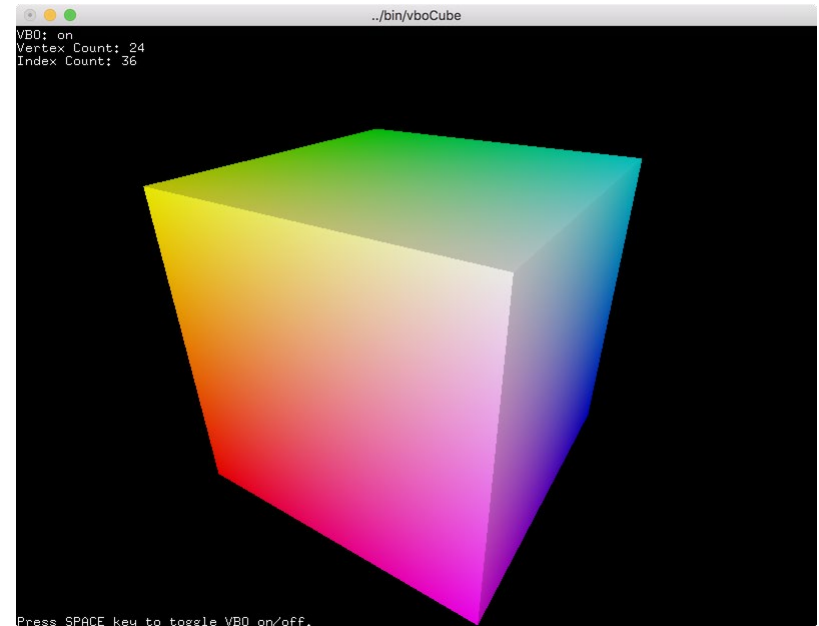
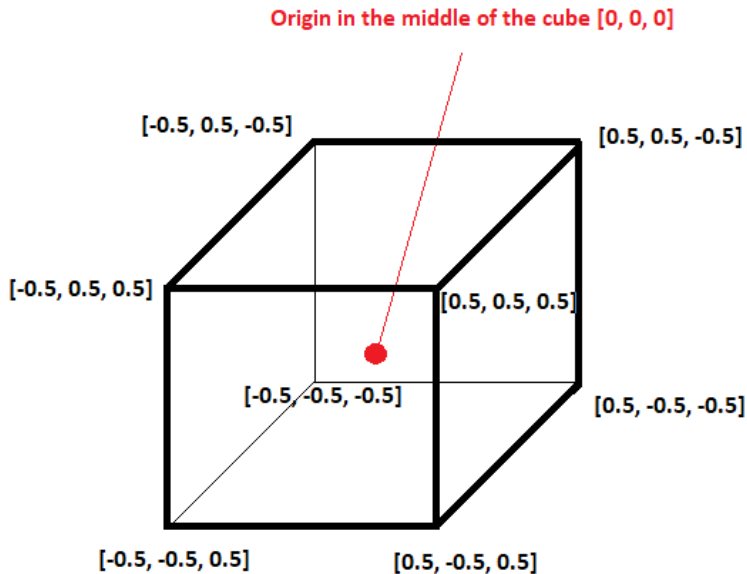
8 Describe the pros and cons of mesh-based solid modeling

# Questions

- 9 Describe the pros and cons of voxel-based solid modeling
- 10 Describe the pros and cons of point cloud-based solid modeling.

# Programming

- Draw a Cube with Colors like this:



- Can you animate the color of the cube? To approximate a neon light.