

REVISION QUESTIONS FOR 21st July 2021

In Groups of not more than three students, Please reflect and discuss the following. Further guidelines will be offered if need be to submit your findings

1. With aid of working examples, describe the following shading techniques as applied in Computer graphics:

- i) Gouraud Shading model
- ii) Phong Shading model

Please Reflect on how blender does the following shaders

- *cook-torrance*
- *phong*
- *blinn-phong*
- *toon*
- *wardiso*

<https://www.fabrizioduroni.it/2019/03/21/blender-tutorial-7-materials/>

2. Describe using pseudo code the following algorithms.

- i. Cohen-Sutherland polygon clipping
- ii. Liang-Barskyline clipping
- iii. Nicholl-Lee-Nichollline clipping

Reflect on the 3D clipping on the three above clipping algorithm in blender