Computer Graphics Homework 4 Xitu Chen, Anli Ji

1.

2.

3.

4. i)

ii)

5.

6.

7. If all vertices are rotating around the same axis with the same angle, then no the volume will not change as distances between vertices will not change.

8. The event loop waits for and dispatches events in program. It makes a request to event provider, then calls the relevant event handler.

9. i) It doesn't need to create buffer for every vertex, just need to take in the array as one argument. It reduces subroutine call times.

ii) It could reduce shared vertices.

10. Set canvas size and position.

11. i) Not all frame buffer has a depth buffer.

ii) The computation of z buffer costs time and memory. It is better to be set disabled by default and turn on when necessary.

12.

13.

14.