



12. (a) (i) Write short notes on 3D transformations. (8)  
(ii) Present any simple method for visible surface detection. (8)

Or

- (b) Describe projection transformations in 3D. (16)

13. (a) Describe about the most commonly used color models used in Computer Graphics. (16)

Or

- (b) (i) Write short notes on techniques for Computer Animation. (8)  
(ii) Write code snippet for drawing basic 2D primitives in OpenGL. (8)

14. (a) (i) How are diffuse and specular components computed in a shading model. (8)  
(ii) Write about Gouraud and Phong shading techniques. (8)

Or

- (b) (i) How are shadows created using textures? Discuss. (8)  
(ii) Present a brief discussion on 'Reflection Mapping'. (8)

15. (a) (i) How are Peano curves produced? Give examples. (8)  
(ii) Write short notes on Mandelbrot sets. (8)

Or

- (b) Describe the process of Ray Tracing. Explain how it is used to create Reflections and Transparency. (16)