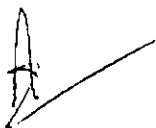


Computer Graphics ETCS 211
Assignment 6

To be submitted on or before 13/11/15

- 1: Differentiate between isometric and diametric projection.
- 2: What is the use of projection in computer graphics?
- 3: What do you mean by vanishing point? Explain with suitable examples.
- 4: What are different kinds of projections? Explain perspective projection and parallel projection in detail with the help of neat diagrams.
- 5: A unit cube is placed at origin. Find the transformation for oblique projection in direction of $2I + 3J + 4K$ on xy plane.
- 6: What is specular reflection? Give the illumination model that incorporates this reflection.
- 7: Derive the illumination model with combined diffuse and specular reflections.
- 8: Describe the Phong's illumination model.
- 9: Explain constant intensity shading algorithm.
- 10: Explain Gourand shading algorithm. Discuss its advantages and disadvantages.



(Mr. Aditya Tandon, Asst. Prof.)