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Future Vision

By K B Hemanth Raj

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Module-4

- 7 a. Explain the 2 classifications of visible surface detection algorithm. (04 Marks)
b. Explain with example the depth buffer algorithm used for visible surface detection. And also list the advantages and disadvantages of depth buffer algorithm. (07 Marks)
c. Bring out the differences between perspective and parallel projections. (05 Marks)

OR

- 8 a. Explain the OpenGL 3-dimensional viewing functions. (06 Marks)
b. What is projection reference point? Obtain the general and special case perspective transformation equations. (06 Marks)
c. Explain Back-face detection method with example. (04 Marks)

Module-5

- 9 a. Explain the logical classifications of input devices with examples. (06 Marks)
b. Discuss request mode, sample mode and event mode with figures. (06 Marks)
c. List the various features that a good interactive program should include. (04 Marks)

OR

- 10 a. Explain how an event driven input can be performed for a keyboard and mouse device. (06 Marks)
b. List the properties of Bezier curve. And also explain Bazier techniques of generating curves. (10 Marks)

