UNIT – 3

Part – A Question Bank

1. What is the significance of the viewing transformation in computer graphics?
2. Define the term "field of view" (FOV) in the context of computer graphics.
3. What is perspective projection, and how does it differ from orthographic projection?
4. Explain the role of the camera in computer graphics.
5. What is the purpose of a depth buffer in rendering?
6. Define "visual realism" in the context of computer graphics.
7. What is anti-aliasing, and why is it important in rendering?
8. Describe the concept of "global illumination" in rendering.
9. What is the purpose of texture mapping in enhancing visual realism?
10. Explain the difference between diffuse and specular reflection.
11. What are shaders, and how do they contribute to visual realism?
12. Define "bump mapping" and its effect on surface detail.
13. What is the role of lighting models in achieving visual realism?
14. Explain the concept of "ambient occlusion."
15. What is a "viewing frustum," and why is it important in rendering?
16. How does depth perception affect visual realism in 3D graphics?
17. What is the difference between flat shading and Gouraud shading?
18. Describe the purpose of motion blur in animations.
19. What is the significance of the normal vector in lighting calculations?
20. How do reflections contribute to the realism of rendered scenes?