

13. a) Apply the concept of a polygon mesh to create a basic representation of a three-dimensional object. 13 K3 CO3

OR

- b) Examine the importance of the viewing pipeline in three-dimensional graphics, providing examples. 13 K3 CO3

14. a) Apply the basic principles of illumination models used in computer graphics. 13 K3 CO4

OR

- b) Apply the role of standard primaries in the context of intuitive color concepts and their representation in computer graphics. 13 K3 CO4

15. a) Explain the primary function of an animation function in computer graphics. 13 K2 CO5

OR

- b) Explain the impact of grammar-based models on the creation of fractals and their application in computer graphics. 13 K2 CO5

PART - C (1 × 15 = 15 Marks)

16. a) i) Show the impact of halftone patterns and dithering techniques on image quality. 8 K3 CO4
ii) Apply a recursive function to generate a Koch curve. 7 K3 CO5

OR

- b) i) Demonstrate the application of the YIQ color model in representing a color. 8 K3 CO4
ii) Apply the principles of morphing to design a complex animation sequence. 7 K3 CO5