15. Describe in detail the various 3D display methods.

Or

16. Explain the following in detail :— (6 mar
    - (a) Spline representations. (6 mar
    - (b) 3D transformation.

17. Explain the classification of visible, surface detection algorithms.

Or

18. Give an account on polygon-rendering methods.

19. Explain in detail the classification of fractals.

Or

20. Write short notes on : (6 ma
    - (a) Raster Animation. (6 ma
    - (b) Applications of Morphing.

[5 × 12 = 60 ma