The three strategies needed to build BV trees doesnot include
Space partitioning

___ produced the Reality Engine.
Silicon Graphics

A raster is a ___ grid of pixels.
2-Dimensional

In a CRT the shadow mask is a layer with __ hole per pixel.
One

The retina contains light sensitive cells called ___.
Rods and Cones

___ is the conversion of a scene into an image..
Rendering

In LCD, the liquid crystal rotates the polarity of incoming ligh by __ degrees.
90

A quad tree has __ number of children.
Four

In computer graphics, we work with points and
Vectors

One of these is not an application of computer gaphics.
Hotel reservation