

## 2004 Paper 10 Question 10

### Computer Graphics and Image Processing

Describe an algorithm for performing scan conversion of a set of 3D polygons, including details of clipping, projection, and the underlying 2D polygon scan conversion algorithm. You may assume that you are given the colour of each polygon and that no lighting calculations are required. Please state any additional assumptions that you need to make. *Ray tracing* is not an acceptable answer to this question. [20 marks]