(2) Texture mapping is a method for defining high frequency detail, surface texture, or color information on a computer generated graphic or 3D model

mapping method that simply mapped pixels from a texture to a 3D surface. wrapping such as height mapping bump mapping reflection mapping

Boolean operations on polygons are a set of Boolean operation AND, OR NOT XOR!

operating on one or more sets of polygons in computer graphics sets of used in computer graphics. CAD and in EDA in integrated circuit physical design and verification software

CMY color model is a subtractive color model in which cyan magenta and yellow pigments or dyes are added together in various way to reproduce a broad array of colors. The name of model comes from the initials of the three subtractive primary colors cyan magenta and yellow

Colorimetrically and so that itself does not define what is meant by cyan magenta and primary colours. When the exact chromaticities of the cyan

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Sphere (radius, zmin, zmax, thetamax
, parameter list
Rt float radius;
Rt float zmin zmax
Rt float tht phimax.

Requests a sphere defined by following equations

$$\phi_{min} = \begin{cases} \sin\left(\frac{z_{min}}{radius}\right) & \text{if } z_{min} > -radius \\ -90.0 & \text{if } z_{min} \leq -radius \end{cases}$$

$$\phi_{max} = \begin{cases} \sin\left(\frac{z_{max}}{radius}\right) & \text{if } z_{max} < radius \\ 90.0 & \text{if } z_{max} \geq radius \end{cases}$$

$\phi = \phi_{min} + u \cdot (\phi_{max} - \phi_{min})$

$\theta = u \cdot thetamax$

x = radius · cos(θ) · cos(φ)

y = radius · sin(θ) · cos(φ)

z = radius · sin(φ)