Q3- (1) Boundary representation : In solid modeling and computer aided design, boundary representation often abbreviated as B-rep or BREP is a method for representing shape using the limits. A solid is represented as a collection of connected surface elements, the boundary between solid & non-solid.

(2) Spatial partitioning : In geometry, space partitioning is the process of dividing a space into two or more disjoint subsets. In other words, space partitioning divides a space into non-overlapping regions. Any point in the space

can be identified to lie exactly one of the region

(3.) (CSG? CSG stands for (Constructive Solid geometry) is a technique used in solid modeling. Constructive geometry allows a modeller to create a complex surface of object by using Boolean operators to continue simpler object, potentially generating visually complex object by combining a few primitive ones.

(4) Sweep representation These are useful for constructing the 3-D object that possess translational, rotational, or other symmetries. We can represent such object by specifying a two-Dimensional shape and a sweep that moves the shape through a region of space.