

## Section -5

Ans-1 Primitive instancing is a modelling scheme provides a set of possible object shapes which are described as set of parameters.

These are combined using boolean set operations to create complex objects.

2D Clipping	3D Clipping
<ul style="list-style-type: none"><li>• 2D objects only have height and width</li><li>• Graphics all are 2D but appear to be 3D</li><li>• Points, lines, polygons, curves are involved.</li></ul>	<ul style="list-style-type: none"><li>• 3D objects have height, width, depth.</li><li>• 3D adds Z dimension</li><li>• They can have negative Z values.</li></ul>