1. Explain the difference between Phong shading and Gouraud shading. What are their relative advantages and disadvantages? Provide the equations for each model.

2. Describe how the z-buffer hidden surface removal algorithm works. Compare the advantages and disadvantages of the z-buffer algorithm with the others hidden surface elimination algorithms.

3. Describe the Sutherland-Hodgman algorithm for polygon clipping.

4. Express, in terms of R, G, and B:
   (a) the I of YIQ;
   (b) the V of HSV;
   (c) the L of HSL;
   Note that I, V, and L are not the same.

5. Describe the basic geometry of: (a) the perspective projection and, (b) the orthographic projection.