1. Set up geometric data tables for a unit cube.

2. What is the difference between the following approaches, to represent curve surfaces:
   a.) polygon mesh
   b.) spline representation

3. Give a real life example of objects that can be described by sweep representation.

4. Give the quadtree representation and the resultant code of the following image:

   ![Quadtree Image]

   Using the following numbering pattern:

   2 3
   0 1

5. Why do we say that a cube is 3D? Verify that the dimension of the following fractal snowflake is 1.26.