

**ELECTIVE : COMPUTER GRAPHICS****Time : 3 Hours****Max. Marks : 75****SECTION – A (10 x 2 = 20)****Answer ALL the questions.**

1. Specify any three applications of Computer Graphics.
2. Define Pixel.
3. List out Input Devices.
4. Define Graphics Software.
5. List out three Dimensional transformation Techniques.
6. What is Inquiry Function?
7. List out character attributes.
8. Define Clipping.
9. Specify any two methods of Three Dimensional Display.
10. Define Depth Cueing.

**SECTION – B (5 x 5 = 25)****Answer any FIVE of the following questions.**

11. Write notes on Raster - Scan Systems.
12. Illustrate the Bresenham's Line drawing algorithm with equations.
13. Explain in detail about Line Attributes.
14. Write a short note on Logical classification of Input devices.
15. Write notes on Reflection and Shear transformation.
16. Explicate the concept of Window to viewport transformation.
17. Write notes on Text Clipping.
18. Discuss on Three Dimensional Projections.

**SECTION – C (3 x 10 = 30)****Answer ALL the questions.**

19. (a) Explain in detail about Video - Display Devices and its types.  
(Or)  
(b) Discuss in detail on Two Dimensional Transformation Techniques.
20. (a) Elaborate in detail about Circle Generating Algorithms.  
(Or)  
(b) Discuss on Composite Transformations with illustrations.
21. (a) Describe in detail on Interactive Picture Construction Techniques.  
(Or)  
(b) Illustrate Three Dimensional Rotation with equations and graphs.