22/3/16 S4IT - Computer Graphics
Sem - III 2015-16
S4IT - Comp. Graphics · A·T·k·T

Q.P. Code · SC3ITCG0316X PG-1 100

Note :– All questions are compulsory.
Draw a neat and labelled diagram wherever necessary.
Figure to right indicates full marks.

Q. 1 **Attempt Any Two** 10

1) Write a short note on Flat panel display.
2) State and explain DDA line drawing algorithm.
3) Write a short note on Cartesian coordinate system and Cylindrical coordinate system.
4) State and explain the applications of computer graphics.

Q. 2 **Attempt Any Two** 10

1) Write a short note on Rotation transformation.
2) Write a short note on Reflection transformation.
3) Explain the concept of 2D Homogeneous Scaling transformation.
4) Explain the concept of 2D Homogeneous Translation transformation.

Q. 3 **Attempt Any Two** 10

1) Write a short note on oblique Projection
2) Write a short note on Orthographic projection.
3) Write a short note on World coordinate and Viewing coordinates in 3D transformation.
4) Explain the concept of 3D Homogeneous Rotation transformation.

Q. 4 **Attempt Any Two** 10

1) Write a short note on line clipping.
2) Write a short note on viewing transformation in Two Dimensions.
3) Write a short note on Seed Fill Algorithm.
4) Write a short note on Winding Number Test.

Q. 5 **Attempt Any Two** 10

1) Write a short note on Conic Curves.
2) Write a short note on Visible and hidden surfaces.
3) Write a short note on Painter's algorithm.
4) Write a short note on coherence for visibility.

Q. 6 **Attempt Any Two** 10

1) Explain the concept of Key-Frame animation.
2) Write a short note or Morphing.
3) What do you mean by Procedural animation?
4) Write a short note Object Rendering.

Q. 7 **Attempt Any Three** 15

1) Explain the concept of Cathode Ray Tube
2) Explain the concept of Identity transformation.
3) Write a short note on perspective Projection.
4) Write a short note on Scan Line algorithm.
5) State the properties of Bezier Curves.
6) Write a short note on Color Models.

—— The End ——