

Note :-

All questions are compulsory.

Draw a neat and labelled diagram wherever necessary.

Figure to right indicates full marks.

Q. 1

Attempt Any Two

- 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.

10

Q. 2

Attempt Any Two

- 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.

10

Q. 3

Attempt Any Two

- 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.

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Q. 4

Attempt Any Two

- 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.

10

Q. 5

Attempt Any Two

- 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.

10

Q. 6

Attempt Any Two

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

15

Q. 7

Attempt Any Three

- 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 —