HAME: KRUNAL RANK ROLL No: 186081 CLASS: BIECH III, Computur Eng. SEM: Gemester D

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	U18 C0081	
	1/2/21	13.
	Computer Graphics	frus 2 is
	Tutorial 2	
Λ .		
Anali	Refresh Buffer: " shood in memory onea called Refren	
	Refresh Buffer:  Picture definition is stored in memory orea called Refresh  Buffer or Frame Buffer. This memory area holds the set  of intensity values for all the screen points.	
	Buffer or Frame Buffer. This memory and points.	A
	of intensity values too all the purity	
		Ans 3
•	Horizontal Retracing:	View of
	At the end of scan line, the electron beam returns to the	
	left side of the screen to begin displaying the vert live.  The return to the left of the screen after retresting	
	each scan line is called the horizontal retrace.	1
	each scan line is the interest of the	
	· Passire Graphics System:	
	· Passive Graphics System:-  In Passive Graphics System, the picture is produced by the	
	monitor and the user is not able to be control the image	Λ.
	produced on the monitor.	Ims
-	For example, television.	
	Vide Dial Device	
	· Video Display Device:	
	the vival data such as nichous and is used to regular	
	Video Display Device is an output device used to represent the visual data such as pidence and images on a screen either LCD, LED or based on CRT.	
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L. Carrier		

Auszi Civen,	
Resolution: 1024 x 1024	
	ý
For N=1, Memory Required= 210×210×1= 1 MB Mb  For N=8, Memory Required= 20×210×210×8=8 Mb  For N=24, Memory Required= 210×210×24=24 Mb  For N=32, Memory Required= 210×210×32=32 Mb	
En W= 8 Memory Required = 20 2 10x 210x8 = 8 Mb	
En N= 24, Memory Regulard= 210x210x24= 24 Mb	- , ·
For N = 32, Memory Regulard = 210 x 210 x 32 = 32 Mb	# # # # # # # # # # # # # # # # # # #
The same of the state of the st	A r
Ans 3:	1 .
Resolution = 800×1000	<u> </u>
Storage per pinel = 6 bits:	in the second se
The state of the s	
Required Memory = 800 × 1000 ×6	P   B
= 4800,000	
2 4.8 × 106 bits	
257	0x 2048
Ask Parduling 640 x480 1280 x1024 256	
Ans 4: Resolution > 640 x 480 1280 X 1009	
Bik	8
Kesaunan Die 1	
Bik  1 1280x1024x12 2530	x20 48x12
Bits  640 x480 x12 1280 x1024 x12 2530	x20 48 x12 .914 x106
Bik  12 640 x 480 x 12 1280 x 1024 x 12 2580 y  2 3 .6864 x 106 2 15:728 x 106 2 62	.914×106
Bits  12 640 x 480 x 12 1280 x 1024 x 12 2560 x  2 3.6864 x 106 2 15.728 x 106 2 62	2.914×106
Bits  12 640×480×12 1280×1024×12 2530  23.6864×106 215.728×106 262  24 640×480×24 1280×1024×12 2530×	1914×106
Bits  12 640 x 480 x 12 1280 x 1024 x 12 2560 x  2 3.6864 x 106 2 15.728 x 106 2 62	2.914×106
Bits  12 640 x 480 x 12 1280 x 1024 x 12 2530 y  23.6864 x 106 215.728 x 106 2 62  24 640 x 480 x 24 1280 x 1024 x 12 2530 x	2.914×106
Bits  12 640 x 480 x 12 1280 x 1024 x 12 2530 y  23.6864 x 106 2 15.728 x 106 2 62  24 640 x 480 x 24 1280 x 1024 x 12 2530 x	2.914×106

and the second s	
The state of the s	Raster Scan
Ans 5	Random Scan . It has low resolution
٠ ا	It has high resolution . It is less expensive.
	1) in libration 11 to 1
	Any modification if needed they modification is rough
	Wealth
•	Solid pattern is bough to hil. Solid patterns are easy to
,	Retrut hate depends on . Ketruh hate doesn't depend on resolution.
	peroletica on resolution.
	resolution. Only seven with view on an . Whole screen is a scanned.
	Beam peretration technology Shadow mark technology Comes under it.  It does not we interlocky It was interlocky method
	comes under it. Comes under it.
•	It does not we interlocky. It was interlacing method
	method.
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100	
N. Statement of the latest of	