Question Bank

Computer Graphics : CGR 198920 PT2 Term : Jan-May2023

Unit 2 CO2

1) Definition of Aliasing and effects of aliasing(3mks)

2) Antialiasing techniques and numerical based on it (6mks)

3) Descirbe character generation methods with example (4-6mks)

Unit 3 CO2

4) Steps of Boundary Fill Algorithm (4mks)

5) Steps of Flood Fill Algorithm(4mks)

6) Steps of Scan Line Algorithm(4mks)

Unit 4 CO3

7) Translation transformation with numerical (4-6 mks)

8) Rotation Transformation with numerical (4-6 mks)

9) Scaling transformation with numerical (4-6 mks)

10) Shearing transformation , shear matrix and numerical (4-6mks)

11) Reflection transformation types of reflection matrix and numerical (4-6mks)

Unit 5 CO4

12) Define window, viewport ? Describe window to viewport transformation with diagram representation (4-6mks)

13)Define point clipping and Line clipping(3mks)

14) Sutherland Cohen Line clipping algm with example (4-6mks)

15)Problem on classification of lines w.r to Sutherland Cohen Line clipping ((3mks)

16) midpoint subdivision Line clipping algm with example (4-6mks)

17) Sutherland Hodgeman Polygon clipping algm with example (4-6mks)

Unit 6 CO5

18) Describe Color models with diagram RGB,CMYK,HSV) Color model with diagram(4-6mks)

19) Comparison of color models w.r to parameters(3mks)

20)Prove the relation between CYK and RGB

Unit 7 CO5

21)different types of shading techniques (4-6 mks)

22) Dithering and Halftoning (3mks)

23)Explain steps of Warnocks algorithm (4mks)

24) Explain steps of Painters algorithm(4mks)