1) Application of computer graphics? (chapter 1)
2) Difference between Raster Scan and Vector Scan.
3) Color monitors concept.
4) Input Devices.

} Chapter ② .
/ At least 2 questions.

5) Explain working of DDA Line drawing algorithm with Suitable examples? Write it advantages and disadvantages?

6) Write Bresenham's Line Drawing Algorithm.

7) Plot the 1st octant of circle centred at origin, having radius of 10 units.

8) Practice numericals from class note and slides/pdf (You may be asked any one).

9) Basic concepts of transformation 2D and 3D and class numericals. [Remember all transformations matrix].

10) Different between window and viewport? Explain the steps of viewing transformation [3D viewing pipeline]

11) What is clipping? Explain Cohen Sutherland line clipping algorithm.

12) What is projection? Differentiate parallel & perspective projection.

13) Concept of Bezier curve. Derivation.

13) Hidden surface removal. (Back face detection, depth buffer and Scan line method) - any one will be asked.

14) What is ambient light and diffuse illumination? } chapter 7.

15) Gouraud Shading technique and its formula & advantages and disadvantages?

16) Define openGL? Explain the different file format used in graphics to save images. } chapter-8.

17) Differentiate GKS and PHIGS } 1 question from these 2.