(2)

(Very Short Answer Questions)

Note: Attempt all the five questions. Each question carries 3 marks. Very short answer is required not exceeding 75 words.

Define convex and concave polygon.
List any four areas of applications of computer graphics.

3. State the concept of vanishing point. 3

4. Define refresh/frame buffer. 3

5. What are the video display devices? 3

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Section-B

(Short Amwer Questions)

Note: Attempt any two questions.

2×7½-15

6. Digitize a line from (10,12) to (15, 15) on a raster screen using Bresenhams straight line Algorithm. What are the various line drawing algorithms? 7½

7. Calculate the pixel location approximating the first octant of a circle having centre at (4, 5) and radius 4 units using Bresenham's algorithm.

8. Explain the following composite tranformations (i) Translation (ii) Rotation. 7½

Section-C

(Detailed Answer Questions)

Note: Attempt any three questions.

 $3 \times 15 = 45$

9. What is multimedia? Explain the objects involved in Multimedia system and describe various applications. https://www.ccsustudy.com 15

10. Explain the following:

15

(a) Cubic curves

(b) Quadric surface

(c) Computer Animation

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- 11. Find a transformation of triangle A (1, 0), B (0, 1), C (1, 1) by.
 - (a) Rotating 45° about the origin and then translating one unit in X and Y direction.
 - (b) Translating one unit in X and Y direction and then rotating 45° about the origin. 15
- 12. What is transformation? What are the steps involved in 3D transformation. Explain with examples.

15

Write about Cohen-Sutherland line clipping algorithm with an example.

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