1. What is computer graphics?
2. What are applications of computer graphics?
3. Why computer graphics are used?
4. What is computer device?
5. Explain various audio input devices.
6. Explain working of CRT display device.
7. Explain DDA line drawing algorithm.
8. Explain Bresenham Line Drawing Algorithm.
9. Explain Mid Point Line Drawing Algorithm.
10. Mid Point Circle Drawing Algorithm-
11. Midpoint ellipse drawing algorithm
12. Define vector and raster graphics.
13. Write a note on interactive graphic system.
14. Write a note on different video input devices.
15. Write a note on Color CRT monitor.
16. Explain shadow mask method.
17. Write a note on Liquid-Crystal Device (LCD).
18. What do you mean by video? Explain video format.
19. Write a note on
    a. Standard Definition (SD)
    b. High Definition (HD)
20. What is line clipping?
21. Explain Cohen–Sutherland's line clipping algorithm.
22. What is Sutherland-Hodgman's polygon-clipping algorithm?
23. What is 2D scaling? Explain.
24. What is 2D Translation? Explain.
25. What is 2D Rotation? Explain.
26. What is 2D shearing?
27. What do you mean by window, viewport, world coordinates?
28. Explain window – to viewport mapping with example.
29. Explain 3D scaling.
30. Explain 3D translation.
31. Explain 3D rotation.
32. Explain 3D rotation with arbitrary point.
33. What is projection?
34. What are different types of projections?
35. What are different classes of projections?
36. Write a note on computer graphics pipeline.
37. Explain different major phases, the character passes in order to take an animated movie character from an idea or storyboard drawing to a fully polished 3D rendering.
38. What is parallel projection?
39. What is perspective projection?

40. What is Cavalier Projection?
41. Explain the following:
    a. Light
    b. Radiant Energy
    c. Radiance
42. What is Colorimetry?
43. What do you mean by color spaces?
44. What do you mean by Hue, Saturation and Value (HSV)?
45. What is object space method?
46. What is Image space method?
47. Explain depth-buffer space method.
48. Explain back face detection method.
49. What is binary space partitioning?
50. Explain sub division algorithm?
51. Write a note on different types of curves.
52. What are different principles of animation? Explain any three.
53. What is image? What are different formats of image?
54. Write a note on image compression.
55. Differentiate between Contrast Stretching and Histogram Equalization.
56. What is secondary action to animate character / object?
57. Write a note on morphing in animation.
58. What is Mesh Subdivision surface method?
59. What is implicit and explicit representation?
60. Explain Bezier Curves and Bezier Surface.