Student Registration Number

B

COURSE CODE: DCAP504
COURSE TITLE: COMPUTER GRAPHICS

Date: 14-Sep-2013 **Time: 09:30-12:30**
Time Allowed: 3 hours **Max. Marks: 80**

1. *This paper contains 10 questions divided in two parts on 1 page.*
2. Part A is compulsory.
3. In Part B (Questions 2 to 10), attempt any 6 questions out of 9. Attempt all parts of the selected question.
4. *The marks assigned to each question are shown at the end of each question in square brackets.*
5. *Answer all questions in serial order*.
6. The student is required to attempt the question paper in English medium only.

Part A

Q1

a)	Define RGB colour model.	[2]
b)	Define Persistence.	[2]
c)	Define Resolution.	[2]
d)	What is a pixel?	[2]
e)	What are interactive devices?	[2]
f)	Name two clipping algorithms.	[2]
g)	Define morphing.	[2]
h)	Define ray tracing.	[2]
i)	Define computer graphics.	[2]
j)	What is the use of shearing transformation?	[2]

Part B

Q2. Differentiate between Random scan and Raster Scan display with examples. [10]

Q3. Explain any four 2-D transformations in computer graphics. [10]

Q4. Explain various anti-aliasing techniques you have studied. [10]

Q5. Illustrate the concept of window-to-viewport mapping. [10]

Q6. Give an algorithm to draw a circle. [10]

Q7. Discuss the functioning of various Input-Output devices in Computer Graphics. [10]

Q8. Illustrate the concept of a composite transformation by taking a suitable example. [10]

Q9. What is line clipping? Explain Cohen-Sutherland clipping algorithm. [10]

Q10.What is the use of z-buffer method? How is it implemented? [10]