Q.26 Differentiate between beam penetration and shadow mask method.

Q.27 Explain the term windowing.

Q.28 Differentiate between impact and non impact printer.

Q.29 Explain in brief 3-D rotation.

Q.30 Briefly discuss about Bresenham's line algorithm

Q.31 Differentiate between Random and Raster display

Q.32 Explain in brief about the various graphics primitives used in C.

Q.33 Explain raster method to display image on screen

Q.34 Write a short note on wire frame model

Q.35 Write a short note on point plotting.

SECTION-D

Note: Long answer type questions. Attempt any two questions out of three questions. (2x10=20)

Q.36 Explain various types of clipping in detail

Q.37 What is computer graphics. Explain its various applications.

Q.38 Discuss the concept of two dimensional transformation in detail.

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Subject:- Computer Graphics

Time : 3Hrs. M.M. : 100

SECTION-A

Note: Multiple choice questions. All questions are compulsory (10x1=10)

Q.1 _____is the smallest addressable screen element.
a) dot b) pixel
c) point d) spot

Q.2 CAD stands for
a) Computer art design
b) Computer-aided design
c) Car art design
d) None of the above

Q.3 Some additional transformation are:
a) Shear b) Reflection
c) Both a and b d) None

Q.4 A spline can be defined as:
a) Curved strip
b) A smooth curve is drawn using a pencil
c) A flexible strip used to generate a smooth curve through a designated set of points
d) None of the above

Q.5 The distance from one pixel to next pixel is called_____
a) Pixmap b) Resolution
c) Dot pitch d) Persistence

Q.6 Random scan systems are used for
a) Color drawing application
b) Pixel drawing application
c) Line drawing application
d) None of the above

Q.7 The display devices are_____
a) Input b) Output
c) Both and b d) None

Q.8 Shadow mask method is usually used in_____
a) LCD
b) Raster can display
c) Random scan display
d) DVST

Q.9 Which of the following is must be specified to generate a rotation?
a) Rotational distance
b) Rotational angle
c) Co-ordinates
d) None of the above

Q.10 Higher number of pixels_____the image quality
a) Bad b) Better
c) Smaller d) None of the above

SECTION-B
Note: Objective type questions. All questions are compulsory. (10x1=10)

Q.11 Define the term morphing

Q.12 Beam penetration method is usually used in_____(Random/Raster) scan display.

Q.13 The purpose of refreshing a CRT is_____

Q.14 DVST stands for_____

Q.15 Shearing means_____

Q.16 _____is responsible for accessing a frame buffer to refresh the screen. (Video Controller/CPU)

Q.17 DDA algorithm is used for what?

Q.18 Laser printer is an example of non impact printer. (T/F)

Q.19 Name one output device.

Q.20 Define the term distortion.

SECTION-C
Note: Short answer type questions. Attempt any twelve questions out of fifteen questions. (12x5=60)

Q.21 What do you mean by scan conversions. Also, mention the advantages and disadvantages.

Q.22 Write a short note on co-ordinate transformation.

Q.23 Define the term flood filling.

Q.24 What is meant by polygon clipping. Explain its four important considerations.

Q.25 Describe the Cohen Sutherland clipping algorithm in brief.