Question Bank for Computer Graphics and Multimedia

1. Differentiate between random scan display and raster scan display
2. Describe application of computer graphics
3. Explain input devices
4. What is translation transformation? Explain 2D translation in detail.
5. What is scaling transformation? Explain 2D scaling in detail.
6. Write 3D matrix representation for Scaling,Translation and Rotation.
7. Explain orthographic projections
8. Explain axonometric projections
9. Obtain a transformation matrix for rotating an object about a specified pivot(arbitary) point.
10. Explain with help of transformation matrix rotation of 3D object about an arbitrary axis in space.
11. Consider the triangle with vertices A (10,10), B (40,10) and C (30,30). Apply Scaling transformation with scale factor 5 in x and y direction. Draw triangle before an after transformation
12. Translate the polygon with coordinates A(2,5), B(7,10) and C(10,2) by 3 units in X direction & 4 units in Y direction. Draw polygon before an after transformation.
13. Translate the polygon with co-ordinates A (3, 6), B (8, 11), & C (11, 3) by 2 units in X direction and 3 units in Y direction. Draw polygon before an after transformation
14. Explain Run Length Encoding technique.
15. Derive the transformation matrix for reflecting two-dimesional object.