

SYIT CGA IA-1 QB

1. What is computer graphics? State applications of CG.
2. Differentiate between Random and Raster Scan display.
3. Explain CRT with a diagram.
4. What is 2D transformation? Explain different transformations in 2D.
5. Explain Window to viewport transformation.
6. Perform reflection on point (4,5) through x-axis and y-axis.
7. Perform scaling on ABCD, A(0,3) B(3,3) C(3,0) D(0,0) where, $S_x = 2$ and $S_y = 3$.
8. Explain Sutherland Hodgeman Algorithm for polygon clipping with example.
9. Difference between active & passive graphics device?
10. Translate a triangle ABC with coordinates A(0,0) B(5,0) C(5,5) by 2 units in 'x' direction and 3 units in 'y' direction.