

COMPUTER GRAPHICS

Time : 3 Hours

Maximum Marks : 90

Note :

- 1) Question in Unit-I is compulsory.
- 2) Attempt Four more questions selecting One from each of Units II to V.

1. Explain the following :
 - a) Reflection
 - b) Affine transformation
 - c) Viewing Parameter
 - d) Anti-aliasing.

UNIT-II

2. What are the hardware requirements for computer graphics?
3. Describe various application areas for computer graphics.

Unit-III

4. Explain different styles of lines and their line generation algorithm.
5. What are the properties of circle? Give example for different ways of circle generation. Give their algorithm.

Unit-IV

6. Explain various types of Geometrical Transformations. Give e.g. and their Mathematical representation.
7. How Raster transformation is different from composite transformation?

Unit-V

8.
 - a) How zooming is different from panning?
 - b) Explain Painter's Algorithm.
9.
 - a) Define Projection. Classify their various types.
 - b) What are hidden surfaces?