

FACULTY OF INFORMATICS

B. E. 3/4 (IT) II - Semester (New)(Supplementary) Examination, December 2009

Subject : **Computer Graphics**
(Elective – I)

Time : 3 Hours}

{Max. Marks: 75

Note: Answer all questions of Part - A and any five from Part-B.

PART – A (25 Marks)

1. Distinguish between passive-matrix and active-matrix displays. (3)
2. Define a frame buffer. (2)
3. List the three types of joins with figures. (3)
4. Define Rotation (2)
5. What is a window in computer graphics terminology ? (3)
6. Write about Binary region codes of line clipping. (2)
7. Give the purpose of an element pointer in editing structures . (2)
8. Justify why care should be taken for Human-computer interface. (3)
9. What are the three methods for specifying a spline representation? (3)
10. Define oblique parallel projection. (2)

PART – B (5x10=50 Marks)

11. Discuss about the working of any five input devices.
- 12.(a) Write about Raster methods for transformation. (8)
(b) What are affine transformations ? (2)
13. Explain the process involved in Window- to- viewport coordinate transformation. (10)
14. Write in detail about any five Interactive-Picture construction techniques. (10)
15. Explain the constructive Solid Geometry method Octree. (10)
16. How is computational efficiency achieved when performing composite transformation ? (10)
17. Explain about any **two** of the following :
(a) Raster Scan display
(b) Weiler-Atherton Polygon clipping algorithm
(c) Phone-Shading (5+5)