

[illegible]

- Define computer graphics.
- What are the side effects of Scan conversion?
- What is the RGB model of color generation?
- Briefly discuss the shadow masking technique.
- What is a display processor?
- Differentiate between windowport and viewport.
- Briefly discuss the flood fill technique.
- What are the various methods of character generation?
- Why are homogeneous coordinate systems required in computer graphics?
- What do you mean by clipping operation? What is the difference between polygon clipping and text clipping?

### SECTION-B

- 2 List the relative advantages and disadvantages of these systems various display devices used in computer graphics.
- 3 Explain the Bresenham's circle drawing algorithm.
- 4 Discuss 2-D translation and scaling with examples.
- 5 Differentiate between parallel and perspective projections. Which one gives a more realistic effect and why?
- 6 What are the principle vanishing points for the standard perspective projection?

### SECTION-C

- 7 Describe the various display devices used in computer graphics.
- 8 Discuss Sutherland Hodgeman polygon clipping algorithm with an example.
- 9 What are 3-dimensional geometric transformations? Explain the basic 3-D transformations along with their matrix representation.