

Roll No.

Total No. of Pages : 02

Total No. of Questions : 09

M.Sc.(IT) (2015 Onwards) (Sem.-3)

COMPUTER GRAPHICS

Subject Code : MSIT-301

Paper ID : [74066]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTIONS-A, B, C & D contains TWO questions each carrying TEN marks each and students has to attempt any ONE question from each SECTION.
2. SECTION-E is COMPULSORY consisting of TEN questions carrying TWENTY marks in all.

SECTION-A

Q1. What are various Output devices? Explain.

Q2. Discuss about Video Display Devices in detail.

SECTION-B

Q3. Explain in detail Bresenham's algorithm for circle.

Q4. Explain area filling techniques.

SECTION-C

Q5. What is the need of Cartesian and homogeneous coordinate system.

Q6. Write various matrices for 3-D translation, rotation, scaling and reflection.

SECTION-D

Q7. Explain the Z-buffer and painters algorithm for hidden surface.

Q8. Write a note on morphing of objects.

SECTION-E

Q9. Explain the following :

- a) Pixel
- b) Joystick
- c) Trackball
- d) CRT
- e) 2-D reflection
- f) Raster scan
- g) 3-D Shearing
- h) Perspective Projection
- i) Intensity
- j) Phong shading

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