2016

COMPUTER SCIENCE AND TECHNOLOGY

CSIT 409

COMPUTER GRAPHICS

(Old Course)

Full Mark : 80

Time : 3 Hrs

Figures in the right hand margin indicate full marks for the question

1. What is computer graphics? Distinguish between random scan and raster scan display. 2+4=6

2. What is pixel? Explain about CRT. 2+6=8

3. Explain about direct view storage tube. 6

   Or

   Explain about shadow mask method.

4. Explain about DDA algorithm. 5

5. Briefly describe about Bressenham's line drawing algorithm. 6

   Or

   Explain about mid-point circle algorithm.

6. Write about boundary fill algorithm. 4

   Or

   Write about non zero winding number rule.

7. Describe 2D reflection transformation. 7

Or

Explain rotation of 2D transformation.

8. What are the components of 2D basic transformations? Define each of them. 2+3=5

9. What is affine transformation? 2

10. Describe about the composite transformation of rotation. 6

11. Write the difference between point clipping and line clipping. 3

12. Explain about window-to-view -port. 7

Or

Explain about Cohen-Sutherland line clipping algorithm.

13. Write about text clipping. 5

14. Distinguish between the parallel projection and perspective projection. 5

15. Describe about 3D translation transformation. 5

———— x ————