

PART-A

(20 x 2 = 40 MARKS)

ANSWER ALL QUESTIONS

1. Define: refresh CRT
2. What do you mean by Calligraphic displays?
3. Expand: **DVST**
4. Sketch the architecture of a simple random-scan system.
5. How can you describe a conic section with the second degree equation?
6. Write Flood fill algorithm.
7. Write the syntax for setPixel() method.
8. What is the purpose of using setinteriorStyle () method?
9. List the basic transformations.
10. What is Shear?
11. What is a viewport?
12. What is exterior clipping?
13. List the logical device classifications of input devices used by PHIGS and GKS.
14. How is Dragging useful?
15. What is a Blob?
16. What is a BSP tree?

17. What are the transformation sequences that can be used to attain the Desired rotation?
18. What are the two fields of each position in the A-buffer?
19. Write the formula to calculate the total surface intensity?
20. What is texture mapping?

**PART-B**

**(5 x 12 = 60 MARKS)**

**ANSWER ANY FIVE QUESTIONS**

21. Explain the various applications of computer graphics.
22. Explain the working principle of CRT.
23. Write the algorithm for Bresenham's line drawing algorithm. With an example, show its working.
24. Explain antialiasing with an example.
25. Explain composite transformations in detail.
26. Write the Cohen Sutherland line clipping algorithm. Give its significance.
27.
  - a) Explain the Interactive picture-construction techniques in detail (6)
  - b) Explain Bezier Curves and surfaces in detail (6)
28.
  - a) Explain Polygon - Rendering methods in detail (8)
  - b) Write short notes on RGB color model (4)

\*\*\*\*\***THE END**\*\*\*\*\*