Computer Graphics
(CS-309, Dec-07)

Section-A

1). a). What is clipping?
b). Define the term aspect ratio.
c). Define the term antialiasing.
d). Differences between Windowing and viewing.
e). What do you understand by the term morphing?
f). What is uniform and differential scaling?
g). What is a vanishing point?
h). Give matrix for reflection transformation.
i). Why are transformations required?
j). List different types of visible surface algorithms.

Section-B

2). What do you mean by Bezier Curves? Discuss their applications in computer graphics.
3). What is a perspective view? How is it obtained?
4). How is a circle plotted with the help of midpoint circle algorithm?
5). What are fractals? How are fractals used in curve generation?
6). What is echoing? What is its effect?

Section-C

7). Discuss the scan line polygon fill algorithm in detail. What is a sorted edge table?
8). Discuss the detailed working of a cathode ray tube.
9). Explain the z-buffer algorithm. What are the advantages and disadvantages of using a buffer algorithm?