IV Semester B.Sc. (I.T.) Examination, June/July 2010
FUNDAMENTALS OF COMPUTER GRAPHICS

Time : 3 Hours 　　　　　　　　　　　　　　　　　　　　　　Max. Marks : 75

Instruction : *Answer* **all** *questions from Part* **A**, *and answer* **any five** *questions from Part* **B**.

PART – A

Answer **all** questions : 　　　　　　　　　　　　　　　　**(2×10+1×5=25)**

1. List the areas where computer graphics is used.

2. What is Interactive graphics ?

3. What is an acoustic tablet ?

4. List the line drawing algorithms.

5. What is transformation ?

6. Define windowing.

7. What is morphing ?

8. Name the techniques for 3-D imaging.

9. What is coherence ?

10. Briefly explain the concept of 4 bit assignment for clipping algorithm.

11. Briefly answer the following :
    a) Multimedia
    b) resolution
    c) animation
    d) rotation
    e) painter algorithm

PART – B

Answer **any five** questions : **(5×10=50)**

1. Explain in detail the difficulties in displaying pictures.

2. Give an account on types of CRT.

3. Write an explain DDA algorithm.

4. Why do we need suther land - Hodgeman algorithm ? Explain.

5. Explain rubber band technique.

6. What is singularity ? How they are taken care of in YX algorithm ? Explain.

7. Explain three dimensional clipping in detail.

8. Explain depth - buffer algorithm.

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