

III Semester B.Sc. (I.T.) Examination, June/July 2010
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

(12×2+1×1=25)

1. What is frame buffer ?
2. How do you represent points in a Cartesian System ?
3. What is rasterizing ?
4. What is backface culling ?
5. What do you mean by translation ?
6. Define stereo views.
7. Write the advantages of vectors.
8. Define 3 D systems.
9. Differentiate viewing transformations and projection transformations.
10. What is parametric equations ?
11. What is B-splines ?
12. What is shading ?
13. Define transparency.

P.T.O.

PART – B

Answer the following :

(10×5=50)

1. a) Briefly explain applications of Computer Graphics.
b) What is a pixel ? Explain its significance in Computer Graphics.
 2. a) Write a detailed note on Computer Graphics standards and primitives.
b) Draw a CRT and explain.
 3. Explain the significance of polygon with respect to Computer Graphics.
 4. Explain polygon mesh and polygon scan conversion.
 5. Explain the importance of reflection.
 6. Explain the weiler polygon clipping and Liang barsky polygon clipping.
 7. Write a detailed note on vanishing points.
 8. Explain clip co-ordinate systems.
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