

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?