UNIT – IV

8. What do you mean by projection ? Describe different types of projection with examples. What are the various projection anomalies ?

9. Explain the following with example: Translation, reflection, shear transformation and composite transformation.

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Time : Three Hours]

Before answering the questi

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Note : Attempt *five* que

from each Unit.

questions carry e

1. (a) What is the dif

raster scan disp

(b) What are the ar

(c) What are 2D graphics transformations ?

(d) Define view port and clipping.

(e) What is illumination model ?

(f) What is Hermite curve ?

(g) What do you mean by rotation ?

(h) What is the difference between parallel and Perspective projection ?

UNIT – I

2. (a) Compare shadow mask and beam penetration techniques for construction of colored monitor.

(b) Draw the block diagram and explain the working of a raster display system ? Differentiate between horizontal retrace and vertical retrace.

3. (a) Write and explain the flood fill algorithms.

(b) Explain Bresenham's line drawing algorithm.

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4. Describe the transform
    reduction with resp
    coordinates of the triar
    it has been (a) mag
    (b) reduce to half its si

5. Write and explain C
    line clipping. Why mi
    over Cohen-Sutherland

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6. Where has the term
    Compare B-spline cu
    expression for Bezier c

7. Explain Gouraud Shad
    model.