

## Computer graphics

### Two Marks:

1. Define computer graphics and list out the types of computer graphics.
2. Write the important applications of computer graphics.
3. Differentiate between Raster and Vector graphics.
4. Differentiate between bitmap and pixmap.
5. Give any three components for generating the basic transformation matrix.
6. What is clipping and clip window.
7. Define window and viewport.
8. What is rotation?
9. Differentiate perspective and parallel projection.
10. Name any two three dimensional graphics package procedures related with suitable visible surface detection.
11. List out the any four input devices.
12. Define (i) aspect ratio (ii) Persistence (iii) Resolution
13. What is called inkjet printers?
14. Define plotters.
15. What is meant by refresh buffer and frame buffer?
16. Define window port and view port.
17. What is meant by clipping? What are all the types of clipping?
18. Define scaling.
19. What is meant by line attributes?
20. Define rotation.
21. What do you mean by emissive and non-emissive displays?
22. What is the difference between impact and non-impact printers?
23. What do you mean by 'jaggies'?
24. What is scan line algorithm?
25. What is a Line cap?
26. What is antialiasing?
27. What is Transformation?
28. What is translation?
29. What is scaling?
30. What is shearing?
31. What is reflection?
32. List out the various Text clipping?
33. What are the steps involved in 3D transformation?
34. What do you mean by view plane?
35. What is view distance?
36. What is Projection reference point?
37. What are the different types of parallel projections?
38. What is orthographic parallel projection?
39. What is orthographic oblique projection?
40. What is view reference point?

**Five Marks:**

1. Write short notes on raster scan displays and neat diagram.
2. Explain the application of computer graphics.
3. Explain in detail about DDA line algorithm.
4. Write short notes on graphics software standard.
5. Write short notes on color and grayscale level.
6. Explain in detail about 2D Basic transformations and Other transformations.
7. Explain in detail Cohen Sutherland algorithm.
8. Explain about Bresenham's line drawing algorithm.
9. Explain the attributes of line style.
10. Write a note on window-to-view port devices.
11. Briefly discuss about logically classification of input devices.
12. Describe about various three dimensional display methods.
13. Explain in detail about 3D viewing transformation.
14. Explain the concept of hidden line removal.

**Ten Marks:**

1. Explain in detail about video display devices with neat diagram.
2. Write about the applications of Computer Graphics.
3. Difference between Raster scan display and random scan display.
4. Explain in detail about color CRT monitors.
5. Explain in detail about clipping algorithms.
6. Discuss in detail about circle generating algorithms.
7. Discuss the general procedures for applying two dimensional basic transformations.
8. Discuss detail about Cohen Sutherland line clipping algorithm.
9. Explain about basic three dimensional Transformations in detail.
10. Discuss detail about projection types in three dimensional.
11. Explain Back face detection method and Depth buffer method.
12. Explain Depth sorting method.
13. Explain A Buffer Method.
14. Explain about clipping operations.