# 008 - Elective-II Paper-III : Computer Graphics

P. Pages : 1

GUG/S/23/13083

Time : Three Hours

*0204*

Max. Marks : 40

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Notes : 1. All questions are compulsory and carry equal marks.
2. Draw neat and labelled diagrams wherever necessary.
3. Avoid vague answers and write answers relevant and specific to questions only.

**Either :**

1. a) What is Pixel? Explain about display devices in detail. **4**

   b) List and Explain Display File Interpreter of Computer Graphics. **4**

   **OR**

   c) Explain in detail about Display File Structure. **4**

   d) What is Vector Generation? Explain primitive operation in detail. **4**

**Either :**

2. a) What are Polygons? Explain the Polygon representation in computer graphics. **4**

   b) Discuss in detail about Segment Creation in computer graphics. **4**

   **OR**

   c) What is Segment Table? Explain Raster Technique in detail. **4**

   d) Explain Homogeneous Coordinates and translation in computer graphics. **4**

**Either :**

3. a) What is Clipping? Give the details of viewing Transformation. **4**

   b) What is Windowing? Explain the concept of Multiple Windowing in detail. **4**

   **OR**

   c) Discuss Event handling and Pick with a locator in detail. **4**

   d) What is parallel projection? Explain Perspective projection in detail. **4**

**Either :**

4. a) Explain Back Face Removal in detail. **4**

   b) What is Shading? Explain Specular Reflection. **4**

   **OR**

   c) What are Curves? How Curve Generation gets takes place. **4**

   d) Discuss about B-Spines and Curves in detail. **4**

5. Attempt **all** the questions.

   a) What is vector? Give the details of vector generation. **2**

   b) Write in short about Segment Creation in Computer Graphics. **2**

   c) Explain Rotation about arbitrary axis. **2**

   d) What is Transparency and Shadow in Computer graphics? **2**

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