

SECTION-B

2. What are the applications of Projections in graphics? How is Parallel projection different from Perspective projection?
3. Write the transformation matrices of 2-D translation, rotation and scaling. How are these different from the 3-D matrices?
4. How is Character generation achieved in computer graphics systems?
5. Write in detail about the Bresenham's line drawing algorithm. Give a suitable example to demonstrate the working of the algorithm.
6. Describe Cohen Sutherland clipping algorithm. What is the use of Viewport and window in clipping?
7. What are the various Video display devices used in computers? How are Flat panel monitors different from the traditional Cathode ray tube monitors?

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