

IV Semester B.Tech. Examination, Feb./March 2010
COMPUTER GRAPHICS

Time : 3 Hours

Max. Marks : 80

Instructions : Answer *all* questions in Part A, **6** out of 8 questions in Part B and **3** out of 5 questions in Part C.

Part A : Questions from **1** to **8** carry **1** mark and **9** to **14** carry **2** marks *each*.

Part B : *Each* question carries **5** marks.

Part C : *Each* question carries **10** marks.

PART – A

1. What are the three basic colors ?
2. What malloc() function will do ?
3. What is Staircase effect ?
4. What is DDA stands for ?
5. Define rotation.
6. Define Windowing.
7. Name the type of projections normally used in engineering drawings.
8. Why are we specific about polygons ?
9. What is the order of matrices in 3-dimensional representation of pictures ?
10. Explain the concept of coherence of pixels.
11. Name the method of sharing fast moving sequence of pictures.
12. How to maintain Constant Intensity ?
13. State Line Clipping Algorithm.
14. Define intensity cues.



PART – B

1. How to view transformations ?
2. Describe Warnock's algorithm.
3. Write a program to demonstrate text and its settings.
4. Write short notes on Response time.
5. Explain a circle generating DDA.
6. Briefly explain any two input devices.
7. Explain the 4 bit code to define regions used in rejection method.
8. Write depth buffer algorithm.

PART – C

1. Write a program to implement the Cohen Sutherland line clipping algorithm.
 2. Explain the properties that help in reducing the efforts.
 3. Explain three dimensional transformations.
 4. Describe Scan conversion of polygons and Coherence.
 5. Explain the techniques for 3-dimensional displaying.
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