SECTION-A

1. What is Computer Graphics? Which are the various applications of Computer Graphics?

2. (a) What is difference between Raster scan and Random scan?

   (b) Explain the pros and cons of LCD, LED and Plasma Panel display systems.

SECTION-B

3. Which are different Line Drawing methods? Write and Explain Bresenham's algorithm.

4. Which are 2-D transformations? Explain any four. Also, give their matrix representation.

SECTION-C

5. Explain the meaning of Windowing and Clipping. What is Line Clipping? Where it may be required? Give any one Line Clipping algorithm.

6. What is a viewport? What is Window-to-Viewport transformation? What is its need?

SECTION-D

7. Explain any four 3-D transformations. Give their matrix representation.

8. What is Projection? Explain the use and difference between the parallel and perspective transformation.