SECTION-A

1. What is scope of Computer Graphics in Business and Industry ?
2. Which are various display device technologies available ? Explain the features of LCD and Plasma display devices.

SECTION-B

3. Write and explain Bresenham's line generating Algorithm.
4. Which are various 2-d transformations ? Give their matrix representation.

SECTION-C

5. What is Clipping ? Write and explain Cohen-Sutherland Clipping Algorithm.
6. Explain following :
   (a) Windowing
   (b) Clipping
   (c) Window and Viewport.

SECTION-D

7. Explain translation, scaling and rotation as 3-D transformations.
8. Explain different types of projections.