

Roll No.

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Total No. of Pages : 02

Total No. of Questions : 09

M.Sc.(IT) (2015 Batch) (Sem.-3)

COMPUTER GRAPHICS

Subject Code : MSIT-301

Paper ID : [74066]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

1. SECTIONS-A, B, C & D contains TWO questions each carrying TEN marks each and students has to attempt any ONE question from each SECTION.
2. SECTION-E is COMPULSORY consisting of TEN questions carrying TWENTY marks in all.

SECTION-A

1. What are various Input devices? Explain.
2. Discuss the architecture of Raster and Random scan monitors.

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SECTION-B

3. Explain in detail Bresenham's algorithm for line.
4. Explain Midpoint circle algorithm with help of example.

SECTION-C

5. Describe various line clipping algorithms.
6. Explain the mathematics of projections.

SECTION-D

7. Explain the Z-buffer and painters algorithm for hidden surface.
8. Discuss the various surface rendering methods.

SECTION-E

9. **Explain the following :**

- a) RGB
- b) 3-D viewing devices
- c) Trackball
- d) Flood fill techniques
- e) 2-D scaling
- f) CMY
- g) 3-D Rotation
- h) Reflection
- i) Intensity
- j) Morphing of objects

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