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Printed Pages: 2

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BT-8/M12

INTERACTIVE COMPUTER GRAPHICS
Paper-CSE 404

Time allowed : 3 hours] [*Maximum marks :100*

*Note : Attempt five questions picking at least **one** question from each section*

Section-I

1. (i) Explain the major components of the LCD. 10

   (ii) Explain the direct view storage tube with suitable diagram . 10

2 (i) Write a technical note on very high resolution devices. 10

   (ii) Explain various colour display techniques. 10

Section-II

3. Show that reflection about the line y = - x is equivalent to a reflection relative to y - axis followed by counter clockwise rotation of 90°. 20

4. (i) Draw the flow chart of Sutherland Hodgman algorithm. 10

   (ii) Explain the pointing and positioning devices. 10

Section-III

5. Explain perspective projections and its types in detail. 20

(2)

6. Write short notes on the following.

   (i) Z- buffer method .

   (ii) Scan line method.

   (iii) Printer's algorithm. 20

Section-IV

7. (i) Prove that two 2D rotations about the origin , commute i.e. $R_1 R_2 = R_2 R_1$. 10

   (ii) Prove that two 2D scaling transformations are commute about the origin ie. $S_1 S_2 = S_2 S_1$ 10

8. (i) How DDA differ from Bresenham's line drawing algorithm ? 10

   (ii) Write down the circle drawing algorithm known to you . 10