

SECTION-B

2. What are the various Scan conversion algorithms for Circle drawing? Write the steps in detail along with an example.
3. Write a detailed note on Line and Polygon Clipping. What are its uses in computer graphics?
4. What are the various Input devices used in Computer graphics? Give the advantages and disadvantages of each of them.
5. What are the various 3-D geometric transformations? Write the matrix notation for each of them.
6. Write in detail about Character Generation techniques with suitable examples.
7. Differentiate between Parallel and Perspective Projection transformation. What are the areas of application of both?

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.