Code No: RR311203

RR

SET-1

B. Tech III Year I Semester Examinations, December-2011
COMPUTER GRAPHICS
(INFORMATION TECHNOLOGY)

Time: 3 hours   Max. Marks: 80

Answer any five questions
All questions carry equal marks

1.a) What is frame buffer? What is its role in graphics display?
  b) Explain the construction of CRT display devices. What are its advantages and its advantages?   [16]

2.a) Explain the steps in DDA algorithm for line generation.
  b) Give a brief note about i) anti aliasing and   ii) Half toning.   [16]

3.a) What are the basic transformation techniques in 2-D graphics? What are their respective matrix representations?
  b) Explain the steps involved in rotating an object about an arbitrary point.   [16]

4.a) What is viewing transformation? Explain with suitable illustration.
  b) Derive the transformation matrix for viewing transformation.   [16]

5.a) Distinguish between 2 – buffer and painter's algorithm.
  b) Explain how the phang shading model is implemented.   [16]

6.a) Classify the projections. Explain briefly about the characteristics of each.
  b) Explain how the Hermit curve is generated.   [16]

7.a) Give a brief note about Trimiscous color theory.
  b) What is meant by rendering? What are its advantages to computer graphics.[16]

8.a) Distinguish between conventional and computer assisted animation.
  b) Give a brief note about animation languages.   [16]

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