

Department : PG and Research Department of computer science
Subject : Computer Graphics
Subject Code : CS408
Staff : C. Christy
Class : II CSA & II CSB (Shift-II)

1. Explain in Detail about Video Display Devices?
2. Discuss about DDA Line Drawing Algorithm?
3. Explain Midpoint Circle Generating Algorithm for 8 Octants?
4. State the Differences between Random scan & Raster scan systems?
5. Explain any 5 Character Attributes in Detail.
6. What is Area Filling? Explain in Detail.
7. State and Explain 2- Dimensional Basic Transformations?
8. What is Composite Transformation? Explain about
 1. General Fixed Point Scaling.
 2. General Pivot Point Rotation.
9. List out the Interactive Picture Construction Techniques?
10. Write note on Logical classification of Input Devices?
11. Explain Window-to-Viewport transformation with an example.
12. Explain Cohen- Sutherland Line clipping Algorithm?
13. Discuss about Liang – Barsky Line clipping Algorithm?
14. List out Nicholl – Lee - Nicholl Line clipping Algorithm with Regions.
15. Explain 3- Dimensional Transformations in Detail.

16. Discuss about what is Projection? and Explain about
 1. Parallel Projection

2. Perceptive Projection

17. Explain Back-Face Detection Algorithm?
18. Write note on visible surface Detection Algorithm?
19. Discuss about Depth Buffer Method?
20. Elaborate three dimensional display method Concepts.
21. What is color Table and Gray Scale?
22. Explain about Marker Attributes.
23. What is Reflection? List out the various types of Reflections.
24. Discuss in Detail about Text Clipping and Exterior Clipping.
25. Discuss about View Pipeline and Explain the Transformation from World to Viewing Coordinates.

1. How does a DDA line drawing algorithm differ from a Bresenham's line drawing algorithm?
2. Differentiate Raster and Random scan systems.
3. Describe the Raster Scan system.
4. Explain in detail about the construction of Refresh Cathode-Ray tubes
5. Discuss in detail about character attributes.
6. Explain in detail about Hard copy Devices
7. Discuss briefly the Bresenham's circle generation algorithm.
8. List any five attributes of output primitives.
9. Explain the Fill-styles and Pattern-fill attributes with the functions
10. Discuss the various area-fill attributes and output primitives with their functions.
11. What is clipping? Explain with example

12. Discuss about area filling algorithm.
13. Write the DDA line drawing algorithm
14. What are the properties of circles? Explain how the properties are used in circle generating algorithm.
15. Explain the Cohen-Sutherland line clipping algorithm.
16. Enumerate the different line attributes and explain.
17. What is parallel projection? Explain
18. Discuss the iterative picture construction methods.
19. Explain the following.
 - i) Curve attribute
 - ii) Color and greyscale level tables
20. Discuss the depth cueing.
21. Discuss in detail about composite 2D transformations.
22. Explain the two dimensional viewing functions with example
23. Elaborate the different 2D transformation techniques?
24. Define window, viewport and describe the process of transforming window to viewport coordinates in 2D.
25. Explain in detail about 3D translation.
26. Describe the general 3D transformation pipeline
27. Explain parallel and perspective projections in detail.
28. What is parallel projection? Explain
29. Write short notes on three dimensional viewing coordinates.
30. Explain the three dimensional display methods in detail.
31. Explain how text clipping is done.

32. Explain the interactive picture construction techniques with Suitable diagram.
33. Explain parallel and perspective projections in detail.
34. Explain the viewing pipeline involved in 3D graphics
35. Describe the significance of visible line and surface detection.
36. Discuss the 3D scaling with respect to origin and a fixed position.