42 (2) COGR 3

2015

COMPUTER GRAPHICS

Paper : 2.3

Full Marks : 70

Time : Three hours

The figures in the margin indicate full marks for the questions.

*Answer **any six** questions from Part-A*

Part-A

1. (a) Define Computer Graphics. What are its major applications ? 3+4=7

   (b) Define input devices. Give some examples. 3

2. (a) What are refresh CRT ? Explain with the help of a neat diagram. 5+3=8

   (b) Define image scanners. 2

3. (a) Give DDA line drawing algorithm. Explain briefly with example. 8

(b) Define LCD monitor. 2

4. (a) What do you mean by Raster scan display and Random scan system? Discuss. 8

(b) Define touch panels. 2

5. (a) What are colour look-up table? Explain in detail. 8

(b) Define Data Glove. 2

6. (a) Define rotation and scaling about an arbitrary point. Explain briefly. 7

(b) Define zooming and panning. 3

7. (a) What do you mean by VGA and SVGA resolution? Discuss. 6

(b) Define Hidden Surface removal. Explain. 4

Part-B

Answer *any one*. 1×10=10

(a) Introduction to Multimedia.

(b) Window-to-viewport mapping.