I Semester M.Tech. (I.T.) Examination, June/July 2010
INTERACTIVE COMPUTER GRAPHICS

Time : 3 Hours　　　　　　　　　　　　　　　　　　　　　Max. Marks : 80

Instruction : *Answer* **all** *questions from Part* **A***, and answer* **any five** *questions from Part* **B***.*

PART – A　　　　　　　　　　　　　(5×6=30)

1. What is the essence of studying computer graphics ?

2. What is simulation ? Explain.

3. Explain DDA algorithm that draws a line between any two points.

4. Describe generation of ellipse.

5. Explain concentration of the operations.

6. What is singularity ? Describe the singularity algorithm.

PART – B　　　　　　　　　　　　　(10×5=50)

1. With a neat diagram explain the working of DVST.

2. What are the techniques for 3-Dimensional displaying ?

3. Explain three dimensional transformations.

4. With suitable sketches, explain Bresenham's circle drawing algorithm.

5. Explain the different types of techniques used in 3 dimensional imaging.

6. Write short notes on :
   a) Depth- Buffer Algorithm.
   b) Notion of Effects reduction.

7. Discuss on graphical input techniques.

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