Roll No. _____

END SEMESTER EXAMINATION
SEMESTER- V

COURSE CODE : CSE 408 | **DURATION : 3 (THREE)HRS**
COURSE TITLE : COMPUTER GRAPHICS | **MAXIMUM MARKS : 75**
SESSION : JULY-DEC'20 21 | **PASS MARKS : 35 %**

NOTE:
1. *All the questions are compulsory*
2. *Attempt any 5 (five) questions.*
3. *Mark for each question is shown against it.*
4. *Assume suitable logical data wherever necessary.*

1.	**(a)**	Explain the construction and working of CRT.	**(5)**
	(b)	Discuss the detailed of DVST?	**(5)**
	(c)	What is the application of computer graphics?	**(5)**
2.	**(a)**	Explain the shadow mask in detail.	**(5)**
	(b)	Explain Image processing and the methods involved in it.	**(6)**
	(c)	What do you understand by computer graphics?	**(4)**
3.	**(a)**	Give the algorithm for DDA line method?	**(7)**
	(b)	Using midpoint circle algorithm plot a circle whose radius=10 units.	**(8)**
4.	**(a)**	Distinguish between windowing and clipping with example	**(6)**
	(b)	What do you mean by polygon clipping	**(6)**
	(c)	What are 2D transformation	**(3)**
5.	**(a)**	Explain floating horizon algorithm.	**(5)**
	(b)	Define polygon. Give types of polygon. Explain how polygon is represented.	**(10)**
6.	**(a)**	Write properties of Bezier curve	**(7)**
	(b)	Briefly explain the concept of 3D transformations?	**(8)**
7.	**(a)**	Explain the basic interaction handling modes	**(7)**
	(b)	What are main difference between Shadows and shading	**(4)**
	(c)	Briefly explain the method of halftoning	**(4)**
8.	**(a)**	Explain the working of a video controller with the help of a diagram.	**(8)**
	(b)	Explain the advantages and disadvantages of Z-buffer algorithm	**(7)**

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