

S.E.(Information Technology)
COMPUTER GRAPHICS
(2019Pattern) (Semester-II)

1. Explain in brief concept of window and viewport.
2. Describe Cohen Sutherland method of line clipping.
3. State and explain Types of projections.
4. Explain isometric, diametric, trimetric.
5. Explain ourand and Phong Shading.
6. Write short note on Color Models:.
7. Write short note on segment table and segment creation,.
8. Differentiate between interpolation and approximation,.
9. Explain the Hilbert curve and Koch Curve.
10. Write short note on types of animation.
11. Explain frame-by-frame animation techniques.
12. Explain Navigation and Manipulation Interfaces,.