Department of Information Technology

B. Tech. Mid Question Bank (R22 Regulation)

Academic Year: 2024-2025 **Semester: V**

Subject Name: COMPUTER GRAPHICS

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PART-A

MID-I Questions					
Q.No	**Questions**	**Marks**	**BL**	**CO**	**Unit No**
1	What are random scan display?	2	L1	CO1	I
2	What is meant by Resolution? Explain Frame buffer.	2	L1	CO1	I
3	Write down the Applications of Computer graphics.	2	L2	CO1	I
4	What are the input devices? Explain any two.	2	L1	CO1	I
5	Explain Types of polygon. Define a polygon	2	L2	CO1	I
6	Difference between Random scan and Raster scan Devices.	2	L2	CO1	I
7	Write a short notes on point clipping.	2	L1	CO2	II
8	What is meant by view port?	2	L1	CO2	II
9	Explain 2D translations, scaling, rotation,	2	L2	CO2	II
10	Explain 2D shear?	2	L1	CO2	II
11	Write a short note on viewing functions.	2	L1	CO2	II
12	Explain the Matrix representations and homogeneous coordinates	2	L2	CO2	II
13	Explain about Hermite curve.	2	L1	CO3	III
14	Explain about Bezier curve surfaces.	2	L1	CO3	III
15	Write a short notes on B-spline specifications.	2	L1	CO3	III
MID-II Questions					
16	Explain about polygon tables.	2	L1	CO3	III
17	Discuss about plane equations and polygon meshes.	2	L1	CO3	III
18	Explain about RGB color model.	2	L1	CO3	III
19	Explain 3D Transformations.	2	L1	CO4	IV
20	Discuss reflections in 3D.	2	L1	CO4	IV
21	What is viewing pipeline.	2	L1	CO4	IV
22	What is meant by clipping.	2	L1	CO4	IV
23	Explain about composite transformations.	2	L1	CO4	IV
24	Write a short notes on projections.	2	L1	CO4	IV

25	Explain Depth buffer method.	2	L1	CO5	V
26	What is Octree method. Explain with example.	2	L1	CO5	V
27	Explain BSP-Tree method.	2	L1	CO5	V
28	Write a short notes on Computer animation Languages.	2	L1	CO5	V
29	Explain raster animations.	2	L1	CO5	V
30	Explain back face detection method.	2	L1	CO5	V

PART-B

MID-I Questions					
Q.No	**Questions**	**Marks**	**BL**	**CO**	**Unit No**
1	Explain about colour CRT Methods.	4	L2	CO1	I
2	Write a short notes on A) Boundary fill algorithm B) Flood fill algorithms	4	L1	CO1	I
3	Compare and construct the CRT ,LED,LCD.	4	L5	CO1	I
4	List the properties of Ellipse.	4	L1	CO1	I
5	Describe the Architecture of simple Raster scan display device.	4	L2	CO1	I
6	What is DDA? Explain the Algorithm with examples.	4	L1	CO1	I
7	Write the steps in mid-point ellipse generating Algorithm with Examples.	8	L1	CO1	I
8	Explain Midpoint Circle Generating Algorithm	8	L1	CO1	I
9	Explain Polygon filling Algorithms.	8	L6	CO1	I
10	Explain Matrix representations of Translations, Scaling, Rotations.	4	L1	CO2	II
11	Discuss about 2D reflections.	4	L1	CO2	II
12	Explain about Composite Transformations.	4	L2	CO2	II
13	Explain about 2D viewing transformation pipe line with neat Diagram.	4	L2	CO2	II
14	Describe the widow to view -port coordinate transformations.	4	L6	CO2	II
15	Explain Matrix representations and homogeneous Coordinates	4	L1	CO2	II
16	Explain the working of Cohen-sutherland line clipping Algorithm.	8	L6	CO2	II
17	Describe Sutherland - Hodgeman polygon clipping Algorithms	8	L1	CO2	II
18	Discus viewing coordinate reference frame.	8	L6	CO2	II
19	What are the Rendering methods.	4	L2	CO3	III
20	Explain about Hermit Curve.	4	L2	CO3	III
21	Explain in detail about B-Spline Surfaces.	4	L2	CO3	III
MID-II Questions					
22	Difference between interpolation and approximation spline curve.	4	L2	CO3	III
23	Explain about ellipsoid.	4	L2	CO3	III

24	What a short notes on periodic B-splines cubic model.	4	L2	CO3	III
25	Explain 3D viewing Functions.	4	L2	CO4	IV
26	Explain reflections and Shear.	4	L2	CO4	IV
27	Write 3D coordinate- axes Rotations.	4	L2	CO4	IV
28	Explain 3D Translations.	4	L2	CO4	IV
29	Discuss clipping operations.	4	L2	CO4	IV
30	Describe about 3D reflections with examples.	4	L2	CO4	IV
31	Explain in detail about Projections.	8	L1	CO4	IV
32	Explain about viewing pipeline and viewing co-ordinates.	8	L2	CO4	IV
33	Explain about 3D composite Transformations.	8	L1	CO4	IV
34	List and write the computer Animation Applications.	4	L1	CO5	V
35	Explain Inside outside test in Back face detection Method.	4	L1	CO5	V
36	Explain Computer Animation Functions.	4	L2	CO5	V
37	Explain the Computer Animation Languages.	4	L2	CO5	V
38	Write a short notes on Motion Specifications.	4	L2	CO5	V
39	Define a key frame systems.	4	L2	CO5	V
40	Explain the BSP Tree Method with Example.	8	L2	CO5	V
41	Explain the following with examples A)Depth - Buffer Method B)Depth - Sorting Method..	8	L2	CO5	V
42	Explain the Motion specifications in Computer Animations.	8	L1	CO5	V