**E.G.S.P.ENGINEERING COLLEGE,NAGAPATTINAM**

**DEPARTMENT OF COMPUTER APPLICATION**

**WEEK TEST NO-I**

**Subject Code/Name : MC9234/Computer Graphics Marks : 100**

**Sem/Year : III/II Time : 3hrs**

**Staff Name : S.Selvaganapathy Date :**

PART - A 10X2=20

**Answer All the Questions**

1. What is normalization transformation?
2. Define region code. State its use
3. What are the basic kinds of displays used in virtual reality application?
4. Distinguish between bitmap and pixmap
5. Define viewport
6. What is meant by clipping?
7. What are called homogeneous coordinates?
8. Write any two input modes which specify how the program and input devices interact
9. How do you identify a Concave Polygon
10. Explain the Rubber-band method for constructing a line

PART B 5X16=80

1. a. What is a transformation? Explain its type.(or)

b. Describe the various Interactive Picture Construction Techniques

1. a. Describe Window to View port mapping with suitable diagrams(or)

b. Describe the various Input Functions

1. a. Explain Nicholl-Lee-Nicholl Line Clipping algorithm(or)

b. Describe the various Text Clipping methods with examples

1. a. Explain Cohen-Sutherland Line Clipping Algorithm(or)

b. Explain about clipping operations

1. a. Explain Sutherland Hodgeman polygon clipping(or)

b. Explain Liang Barsky line clipping