

1	A	List the different input and output components that are typically used with virtual reality systems. Also explain how users interact with a virtual scene displayed with different output devices, such as two dimensional and stereoscopic monitors.
	B	Explain different types of flat panel displays. Make the diagram wherever necessary.
	C	Explain briefly working of <ul style="list-style-type: none"> 1. Trackball 2. Spaceball 3. Joystick
2	A	Explain Midpoint circle algorithm. Write the algorithm in steps.
	B	Differentiate Boundary fill & flood fill.
	C	Implement a rounded rectangle primitive, a rectangle whose corners are rounded.
3	A	How we use the color look up table.
	B	Show that two successive reflections about any line passing through the coordinate origin is equivalent to a single rotation about origin.
	C	Explain with the help of figures Sutherland Hodgeman polygon Clipping Algorithm.
4	A	Describe shortly <ul style="list-style-type: none"> 1. rubber band methods 2. Depth cueing 3. Gravity field
	B	Describe rational splines in detail.
	C	What are sweep representations? Explain.
5	A	Explain 3D reflection about the z-axis as the reflection plane.
	B	Write a procedure to perform a two-point perspective projection of an object.
	C	Discuss Depth Sorting Method with the help of diagrams.
6	A	Progressively design the equation of the intensity at a particular pixel having the effect of Ambient light, diffuse reflection, Specular reflection, attenuation, color & Transparency.
	B	Discuss Halftone patterns & dithering techniques.
	C	Explain fast Phong Shading Polygon Rendering Methods.