

1	A	<p>Explain the following with the help of diagrams</p> <ol style="list-style-type: none"> 1. Flat panel Displays 2. Liquid Crystal Displays 3. Thin Film Electroluminescent displays
	B	<p>Explain briefly working of</p> <ol style="list-style-type: none"> 1. Image scanners 2. Touch Panels 3. Voice Systems
	C	<p>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.</p>
2	A	<p>Explain Bresenham algorithm. Write the algorithm in steps.</p>
	B	<p>Explain the algorithm for a miter join.</p>
	C	<p>Develop an algorithm for antialiasing elliptical boundaries.</p>
3	A	<p>Determine a sequence of basic transformations that are equivalent to x-direction shearing matrix.</p>
	B	<p>Devise an algorithm for Weiler atherton polygon clipping where the clipping window can be any specified polygon.</p>
	C	<p>Explain</p> <ol style="list-style-type: none"> a) Beta Splines b) Rational Splines
4	A	<p>Describe “Displaying splines using forward difference”.</p>
	B	<p>Prove that in a 3-D system following are commutative</p> <ol style="list-style-type: none"> a) Two successive scalings b) Two successive translations c) Two successive rotations about any one axis
	C	<p>Write notes on</p> <ol style="list-style-type: none"> a) Depth Buffer Method b) A-Buffer Method
5	A	<p>Derive the method for Light intensity that takes care of the ambient light, reflection, specular reflection, color, distance & shadows.</p>