UNIT - II

2 (a) Describe Bresenham's method for circle drawing algorithm. Explain why this algorithm is more efficient as compared to other circle drawing algorithm.

8

(b) What is scan-conversion ? Describe the properties of B-spline curves.

8

OR

2 (a) Explain the method of constructing Bezier curves with properties.

8

(b) Give the advantages and disadvantages of DDA and Bresenham's algorithm. Explain Bresenham's line-drawing algorithm.

8

UNIT - III

3 (a) Prove that the multiplication of transformation matrics for each of the following sequence of operations is commutative.
   (i) Two successive rotations
   (ii) Two successive scalings

10

(b) Compare windows and view port.

6

OR

3 Why do we need projections ? Classify the different types of projections.

16

UNIT - IV

4 (a) Explain Sutherland-Hodgeman Polygen Clipping algorithm.

8

(b) Discuss various types of shading models. State their advantages and disadvantages.

8

OR