5/H-73 (vi) (a) (Syllabus-2015)			(2)		
2022 (February)			4.	Explain different issues involved to maintain geometric properties of a displayed object.	8
	COMPUTER SCIENCE (Honours)		5.	Find the 2-D transformation matrix for rotation of a point $p(x, y)$ about the point (0, 0) by an angle in the clockwise direction.	8
(Computer Graphics) (Theory)			6.	Find transformation matrix for shear transformation.	8
	[CS-502AT]		7.	UNIT—IV Compare any two clipping algorithms.	5
	Time : 2 hours The figures in the margin indicate full marks for the questions		8.	Explain the concept of window and viewport with respect to 2-D viewing in computer graphics.	5
1. 2.	Answer one question from each Unit UNIT—I Explain the working principles of raster scan systems. Write a short note on four input devices.	8	9.	UNIT—V Calculate 2-D coordinate points to draw a curve passing through (10, 10), (20, 30), (25, 40) and (40, 10) using either Bezier curve algorithm or Hermite spline algorithm. Assume and specify suitable required parameters.	9
3.	UNIT—II Compare any two fill-area algorithms.	8	10.	Write short notes on parallel projection and perspective projection. $\star \star \star$	9
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