

SECTION-B

2. Explain the midpoint Ellipse drawing algorithm.
3. Differentiate oblique and orthogonal projections.
4. What is the rotation transformation about the point (x, y)?
5. Write short notes on (**any two**)
 - a) Raytracing
 - b) Gourard and Phong shading
 - c) Bezier curves
6. Describe boundary filling algorithm with a suitable example.

SECTION-C

7. Give Bresenham's line drawing algorithm. Explain with suitable example.
8. Differentiate between :
 - a) Raster and Random Scan.
 - b) Parallel and Perspective Projections.
9. Explain in detail the Cohen-Sutherland line clipping algorithm with an example.