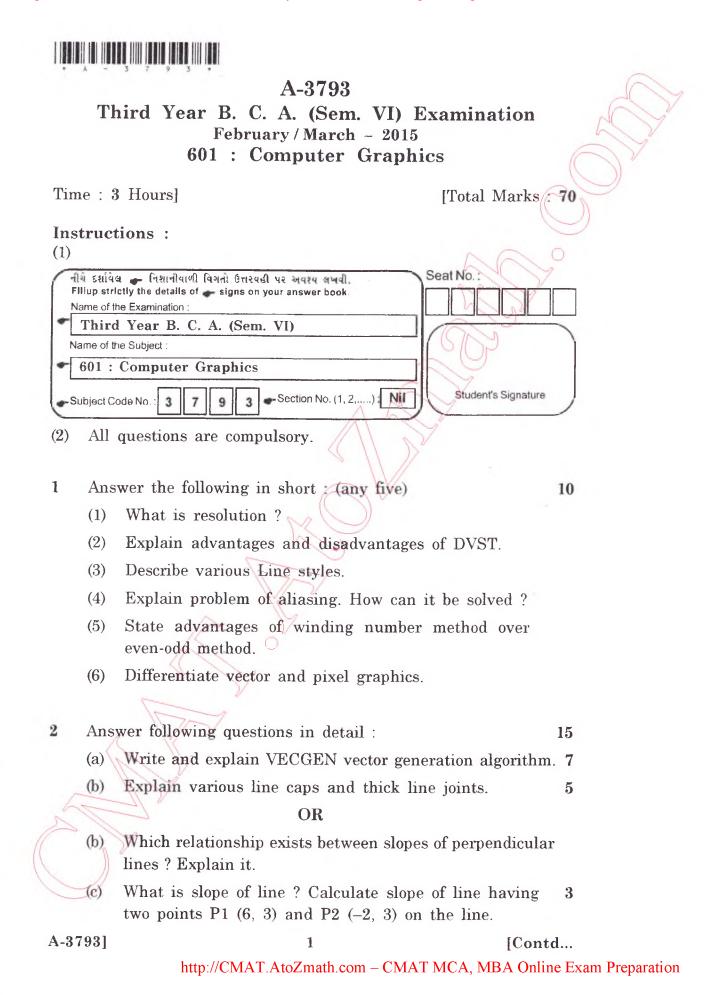
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	3	Wri	te notes on : (any three)	15
		(a)	Character Generation Methods	A.
		(b)	Color CRT	C.S.
		(c)	Graphics Standards	S.
		(d)	Boundary Fill Algorithm.	Jr-
			P	Ľ
	4	Ans	swer following question in detail :	15
		(a)	Explain even-odd method to perform inside test on polygon.	8
		(b)	Explain scaling transformation.	7
			OR	
		(b)	Explain shearing transformation.	
	5	Do	as directed :	15
		(a)	Explain rotation about origin transformation.	7
			OR	
		(a)	Explain different applications of computer graphics.	
		(b)	Attempt following with the example :	8
			(i) Move a square down 2 units and then right by 3 units.	
			(ii) Scale the object twice as large then rotate it in	
			anticlockwise by an angle $\Pi/2$.	
		/		
		F		
	A	V		
	11		Y	
~		N		
1	-	7		
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