



<b>3</b>	(a) Write and explain Sutherland-Hodgeman polygon clipping algorithm.	<b>7</b>
	(b) Explain Winding number technique of polygon inside test.	<b>7</b>
<b>OR</b>		
<b>3</b>	(a) Explain RGB and HSV colour models.	<b>8</b>
	(b) Explain various text clipping methods.	<b>6</b>
<b>4</b>	(a) Explain parametric circle drawing algorithm.	<b>7</b>
	(b) Explain rotation relative to an arbitrary point in two dimensional.	<b>7</b>
<b>OR</b>		
<b>4</b>	(a) Explain the structure of colour CRT with their working mechanism.	<b>8</b>
	(b) Discuss the attributes of text and characters in details.	<b>6</b>
<b>5</b>	Write notes on following : (any two)	<b>14</b>
	(1) Gouraud and phong shading	
	(2) Bresenham circle algorithm	
	(3) DDA approach for drawing the circular curve.	

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