

- 3 (A) Explain Even-odd method to perform inside test on polygon. [07]
OR
(A) Explain Scan line fill method to fill a polygon.
(B) Explain flood fill method to fill a polygon. [07]
OR
(B) Explain winding number method to perform Inside test on polygon.
- 4 (A) Explain Scaling transformation. [07]
(B) What is Homogeneous co-ordinate? Explain scaling of polygon. [07]
OR
(A) Explain concept of Animations. Also discuss types of Animations. [07]
(B) What is translation? Explain translation providing appropriate example. [07]
- 5 Explain Following in Detail (Any two) [16]
(A) Explain transformation of line and describe difference between rotation of line about origin and an arbitrary point.
(B) Various Graphics Standards.
(C) Different line styles and thick line segment.
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