SHAKUNTALA KRISHANA INSTITUTE OF TECHNOLOGY KD-64

ASSIGNMENT-1

COMPUTER GRAPHICS AND ANIMATION

1. **What is computer graphics?**
2. **What are the main applications of computer graphics?**
3. **Explain the difference between 2D and 3D graphics.**
4. **What is a pixel, and how does it relate to image resolution?**
5. **What are the different types of graphics systems?**
6. **Define raster graphics and vector graphics. What are their differences?**
7. **What is the role of a graphics pipeline in rendering images?**
8. **Explain the concept of clipping in computer graphics.**
9. **What are the different types of transformations in 2D graphics?**
10. **What is the purpose of the viewport in computer graphics?**
11. **Describe the process of rendering in computer graphics.**
12. **What is anti-aliasing, and why is it important in graphics?**
13. **Explain the concept of color models in computer graphics.**
14. **What is the significance of the frame buffer in graphics systems?**
15. **What are the basic principles of animation in computer graphics?**