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Computer graphics remains one of the most existing and rapidly growing computer fields. Computer graphics maybe defined as a pictorial representation or graphical representation of objects in a computer. 5. Name any four input devices? Four input devices are keyboard, mouse, image scanners, and trackball. COMPUTER GRAPHICS VIVA Questions. 6.

*VIVA-VOCE QUESTIONS 2011 (ETME-159 Engineering Graphics)* After retiring from a engineering consultancy organization, I am teaching in an Engineering College of Haryana state of India since 2002. My expertise is Engg graphics, Engineering Drawing, Machine Drawing and Workshop Technology.I can also do counseling to the students to walk on a right path.This blog I started to share my views on expertise subjects (Assignment,Tutorial; Quiz etc in a brief to the point).

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VIVA-VOCE QUESTIONS (ETME-159 Engineering Graphics. 4. What do you mean by first angle and third angle projection

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systems? 5. Normally projection in 1st angle or 3rd angle projection system. Why not in IInd and IVth angle projection systems. 6. Students should know to draw the projection of a point, when point lies in either of four quadrants.

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The process of determining the appropriate pixels for representing picture or graphics object is known as rasterization. Question 4.

Define Computer Graphics. Answer : Computer graphics remains one of the most existing and rapidly growing computer fields.

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This video will tell you the solution of the following question of sheet no.2 ENGINEERING DRAWING. Q. Draw the projections of the following points taking common reference line, keeping the distance between any two consecutive point as 20mm. (a) Point A 30 mm infront of VP and 30 mm above HP.

ENGINEERING GRAPHICS &DRAWING:

Solution of viva-voce questions

Ans. projection is an image or a view. Projectors are the lines drawn from each and every point of the object. These lines are perpendicular to the plane of projection & parallel to each other. Plane of projection (POP) is the plane on which image is drawn. Q.2 Differentiate first and third angle projection.

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Viva questions. Ans. It is locus of a point moving in a plane in such a way that ratio of its distance from a fixed point to its distance from a fixed line always remains constant and is less than one. It is locus of a point moving in a plane in such a way that sum of its distance from two fixed points...
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