(Following Paper ID and Roll No. to be filled in your Answer Book) PAPER ID : 110504

Roll No.


## B. Tech.

(SEM. V) (ODD SEM.) THEORY
EXAMINATION, 2014-15

## COMPUTER GRAPHICS

Time : 2 Hours]
[Total Marks: 50
1 Attempt any two parts of the following :
(a) Differentiate between Random and Raster scan system with example.
(b) Write DDA algorithm for line drawing. Rasterized the line between the points $(20,10)$ and $(30,18)$ by using the same.
(c) Explain the working of colour CRT by using delta shadow mask method.

2 Attempt any two parts of the following : ( $2 \times 7=14$ )
(a) Write Liange Barsky algorithm for Line Clipping. Use Liange Barsky line clipping algorithm to clip the line $\operatorname{Pl}(-15,-30)$ to $\mathrm{P} 2(30,60)$ against the window having diagonally opposite corners as $(0,0)$ and $(15,15)$.
(b) Explain concave and convex polygons with proper example. Discuss Sutherland-Hodgeman polygon clipping algorithm by all possible cases.
(c) Rotate a triangle at $\mathrm{A}(0,0), \mathrm{B}(1,1), \mathrm{C}(5,2)$ by $45^{0}$ about :
(i) Origin $(0,0)$
(ii) Point $\mathrm{P}(-1,-1)$. Find new coordinates of the rotated figure.

3 Attempt any two parts of the following: ( $2 \times 6=12$ )
(a) Find the coordinates of a pyramid whose coordinates are $\mathrm{A}(0,0,0), \mathrm{B}(1,0,0), \mathrm{C}(0,1,0)$ and $D(0,0,1)$ after mirror reflection with respect to the plane passing through the origin and having the normal vector $\mathrm{N}=\mathrm{i}+\mathrm{j}+\mathrm{j}$.
(b) What is Projection ? Derive oblique parallel projection and perspective projection matrices.
(c) Derive a general form of 3D rotation about:
(i) X -axis
(ii) Z-axis
(a) What is the importance of hidden line and surface removal algorithm ? Discuss the mechanism of Z-buffer surface removal algorithm and differentiate it with A-buffer surface removal algorithm.
(b) Specify the significance of continuity conditions. Discuss parametric continuity conditions and differentiate it with geometric continuity conditions.
(c) Explain diffuse reflection and Gouraud model.

