

Roll Number: \_\_\_\_\_

**Thapar Institute of Engineering & Technology, Patiala**

Computer Science & Engineering Department

**END SEMESTER EXAMINATION**

B. E. (3<sup>rd</sup> Year)

Course Code: UCS505

Course Name: Computer Graphics

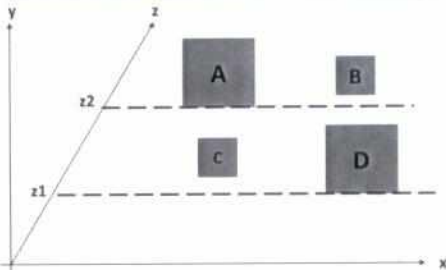
Date: 25<sup>th</sup> May 2023

Time: 3 Hours, M. Marks: 40

Faculty: Anupam Garg, Amrita Kaur,  
Kuntal Choudhary, Harpreet Singh,  
Yadwinder Singh

**Note: All questions are compulsory. Attempt the subparts of the question at one place.**

1.	Devise a scan line algorithm for filling the interior regions with the given input set of vertices having scan lines at $y=7$ , $y=5$ and $y=2$ . (8)																																										
	<table><tr><th>Vertex</th><th>1</th><th>2</th><th>3</th><th>4</th><th>5</th><th>6</th><th>7</th><th>8</th><th>9</th><th>10</th><th>11</th><th>12</th><th>13</th></tr><tr><th>X</th><td>1</td><td>1</td><td>2</td><td>2</td><td>5</td><td>5</td><td>7</td><td>7</td><td>5</td><td>5</td><td>3</td><td>3</td><td>1</td></tr><tr><th>Y</th><td>1</td><td>5</td><td>5</td><td>7</td><td>7</td><td>5</td><td>5</td><td>1</td><td>1</td><td>2</td><td>2</td><td>1</td><td>1</td></tr></table>	Vertex	1	2	3	4	5	6	7	8	9	10	11	12	13	X	1	1	2	2	5	5	7	7	5	5	3	3	1	Y	1	5	5	7	7	5	5	1	1	2	2	1	1
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Y	1	5	5	7	7	5	5	1	1	2	2	1	1																														
2(a)	Using origin (0, 0, 0) as the center of projection, find the perspective projection of a point P (5, 2, 7) on the view planes defined by following cases. i. If the view plane is taken as $z=2$ (2) ii. If a view plane be determined by a normal vector $N= I-J+K$ and a point $P_0$ (2, 3, -1). (3)																																										
(b)	A unit cube is scaled to twice its size. What are the points of cavalier projection of the scaled cube with $\theta = 30^\circ$ . (3)																																										
3(a)	Classify the various Visible Surface Detection Algorithms. Give one example of each type. (2)																																										
(b)	How does the Z-buffer algorithm determine which surfaces are hidden? (2)																																										
(c)	Find a transformation $A_V$ which aligns a given vector V ( $V=5I + 4J + 3K$ ) with the vector K along the positive Z axis by looking at the following figure. (Give Matrix Representation) (Consider only positive values for square roots, e.g. $\sqrt{36} = +6$ only) (4)																																										

4.	 <p>In the above figure, there are 4 polygons. Which of the polygon has the priority to be painted first by performing the depth sorting algorithm? Explain in detail.</p> <p style="text-align: right;">(8)</p>
5(a)	<p>The Bezier curve having <math>n^{\text{th}}</math> degree polynomial equation can be represented in the following format as <math>\mathbf{B}(u) = [\mathbf{U}] [\mathbf{M}_{\text{BEZ}}] [\mathbf{p}_k]</math>. Here, <math>\mathbf{U}</math> is the row matrix having dimension <math>[1 \times (n+1)]</math>, <math>\mathbf{M}_{\text{BEZ}}</math> is a square matrix having dimension <math>[(n+1) \times (n+1)]</math>, <math>\mathbf{p}_k</math> is a column matrix having dimension <math>[(n+1) \times 1]</math>. Represent the equation of 3<sup>rd</sup> degree Bezier curve according to the above format. Show all the necessary steps to derive and represent the 3<sup>rd</sup> degree Bezier curve equation.</p> <p>If <math>\mathbf{p}_k = \mathbf{f}(x_k, y_k, z_k)</math>, and <math>\mathbf{B}(u) = \mathbf{f}(x(u), y(u), z(u))</math> then write down only the equation of <math>x(u)</math>, <math>y(u)</math> and <math>z(u)</math>.</p> <p style="text-align: right;">(3+1)</p>
(b)	<p>Calculate the value of <math>B''(0)</math> and <math>B''(1)</math> in 3<sup>rd</sup> degree Bezier curve (where <math>B''(u) = \frac{d^2}{du^2}(B(u))</math>).</p> <p style="text-align: right;">(1)</p>
(c)	<p>Define Bezier surface <math>P(u, v)</math> along with its mathematical equation considering the two orthogonal Bezier Curves whose blending functions are <math>BEZ_{k,n}(u)</math>, <math>BEZ_{j,m}(v)</math>.</p> <p style="text-align: right;">(1)</p>
(d)	<p>Write down all the necessary matrices to derive the 3D reflection matrix about any arbitrary plane passing through <math>(d, e, f)</math>. Assume the arbitrary surface normal vector whose direction is <math>\mathbf{N} = n_x\mathbf{i} + n_y\mathbf{j} + n_z\mathbf{k}</math>.</p> <p style="text-align: right;">(2)</p>