

Examination : End Semester Examination – Nov-Dec 2022
Name of the Course : B. Tech (Information Technology and Mathematical
Innovations)
Name of the Paper : Computer Graphics and Visualization
Paper Code : 32861502
Semester : V
Duration : 2 Hours
Maximum Marks : 40

Instructions:

- Question 1 is Compulsory
- Attempt any 3 out of Q2-Q5

(1x10=10 Marks)

- What is Computer Graphics?
- What is Rasterization?
- Write the properties of video display devices?
- Write the essential applications of computer-graphics?
- What is an animation?
- Define refresh and frame buffer.
- What are the advantages and disadvantages of direct view storage tubes?
- What are Hidden lines and surfaces?
- What is the Drawback of Boundary Filling Color Method?
- What are Concave and Convex Polygons?

2. Differentiate between the following:

(2.5x4=10 Marks)

- DDA and Bresenham's line drawing algorithm.
- Parallel projection and Perspective projection.
- Vector and Raster graphics
- Window port and View port

3.

(2x5=10 Marks)

- Explain Bresenham's line algorithm? Draw the line b/w (5,5) and (13,9)
(calculate at least 4 coordinates).
- Derive Ellipse Drawing algorithm. Calculate the coordinates to draw an ellipse
for $r_x=10, r_y=5$

(2x5=10 Marks)

4.

a. Find the transformation matrix that transforms the square ABCD to half its size with the center still remaining at the same position $A(1,1)$, $B(3,1)$, $C(3,3)$, $D(1,3)$ and center at $(2,2)$. Also find resultant coordinates of the square.

b. Give a 3×3 homogeneous coordinate transformation matrix for each of the following translations:

i. Shift the image to the right 3-units.

ii. Move the image down $\frac{1}{2}$ unit and left 1 unit.

(2x5=10 Marks)

5.

a. Explain The Cohen-Sutherland Line-Clipping Algorithm.

b. Determine the quadratic Bezier blending functions for three control points.

Plot each function and label the maximum and minimum value.