BT-7/D-18 · 37148

COMPUTER GRAPHICS AND ANIMATION
CSE-403-N

Time : Three Hours]   [Maximum Marks : 75

Note : Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

Unit I

1. (a) Explain DDA line drawing algorithm and explain it with an example.   **10**

    (b) Write a short note on display devices.   **5**

2. Derive Bresenham's circle drawing algorithm and explain it with an example.   **15**

Unit II

3. (a) Discuss window to view point transformation.   **8**

    (b) How scaling is done is 2-D transformation ? Show it with an example.   **7**

4. Explain 3-D translation and rotation with example.   **15**

Unit III

5. Explain Cohen-Sutherland line clipping algorithm with example. 15

6. What do you mean by projection. ? Explain parallel and perspective projection in detail. 15

Unit IV

7. Explain the following :
   (a) Properties of Beizer curves
   (b) Geometric continuity conditions. 15

8. What do you mean by hidden surface elimination ? Explain depth buffer algorithm with an example. 15