

There are **Four** Questions. Answer any **Three**. All questions are of equal value/Figures in the right margin indicate marks.

1. a) What is affine combination? State the properties of Barycentric coordinate. 10
- b) The point $P(x, y)$ is coplanar to the triangle defined by three vertices $A(2,2)$, $B(3,4)$ and $C(4,5)$. Calculate the coordinate of $P(x, y)$ using Barycentric Coordinates if $\alpha=0.2$ and $\beta=0.3$. 10
2. a) What are the uses of Transformation in Computer Graphics? 5
- b) Rotate the following triangle ABC (coordinates of A, B, C are given in the fig. 1) with $\theta = -90^\circ$ about a point $P(2, 1)$. Find the matrices needed for the operation and the new coordinates of the triangle after the operation. 15

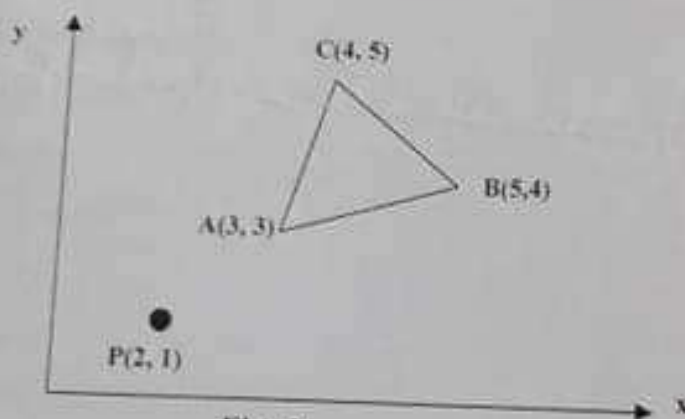


Fig. 1

3. a) Describe how a parabola can be drawn using affine combination of three points. 5
- b) Consider a point $P(1, 2, -1)$ in 3D space. Find the new coordinate of the point after the following operations 15
 - i) Translate the point with $dx=2$, $dy=2$ and $dz=1/2$
 - ii) Rotate the point 45° about Y-axis.
4. a) Briefly explain the RGB color Model with necessary diagram. Why RGB is called as additive color model? 10
- b) With color conversion process convert the RGB coordinate of a color at $(0.9, 1, 0.8)$ in HIS color space. 10