Seat No.

[5352]-567

S.E. (Computer Engineering) (II Sem.) EXAMINATION, 2018 COMPUTER GRAPHICS

(2015 **PATTERN**)

Time: Two Hours Maximum Marks: 50
N.B.:— (i) Answer total four questions. Q. No. 1 or Q. No. 2
Q. No. 3 or Q. No. 4, Q. No. 5 or Q. No. 6
Q. No. 7 or Q. No. 8.
(ii) Neat diagrams must be drawn wherever necessary.
(iii) Figures to the right indicate full marks.
Q1 a) Explain display file structure with any 2 primitive operations [4
b) Explain polygon fill with seed fill algorithm c) Scan convert a line with end points (10,5) & (16,10) using DDA line drawing algorithm [4]
OR
Q2 a) what is polygon filling? Explain in detail scan line polygon filling algorithm? [6
b) Write and explain Bresenham's circle drawing algorithm with related mathematics. [6
Q3 a) Explain briefly rotation about an arbitrary axis in 3D. [6
b) Write short note on.
i. Morphing ii. Design of animation sequence iii. CIE chromaticity diagram OR
Q4 a) Explain following terms with examples i] Properties of light ii] Keyframes iii] HSV color model
b) Explain perspective projection and its types in brief. [3
c) Rotate origin centered square with 2 unit length of each side, in clockwise direction with rotation
angle of 90° .
Q5 a) Enlist and explain in detail any 2 shading algorithms.
b) How Warnock and painter algorithm are useful in hidden surface removal? Explain with their
advantages. [6
Q6 a) Write short note on phong and Gauraud model. [7]
b) Write short note (any two) [6]
i] Z-buffer ii] Back face detection and removal algorithm iii]BSP tree

Q7	 a) What is fractal? Explain Koch(Triadic) curve in detail b) Write short note on blending function of Bezier curve c) What is openGL? Write four features of the same? Write any two 3D transformation Function of openGL 	[4] [4] [5]
Q8	a) Draw block diagram of NVIDIA workstation and explain it in brief.	[5]
	b) Explain Hilbert curve and its application in detail.c) Write short note on B-spline curve	[4] [4]
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