# TRIBHUVAN UNIVERSITY

#### FACULTY OF MANAGEMENT

### Office of the Dean

April 2018

Full Marks: 40

Time: 2 hrs.

# BIM / Fifth Semester / IT 221: Computer Graphics

Candidates are required to answer all the questions in their own words as far as practicable.

#### Group "A"

#### 1. Brief Answer Questions:

 $[10 \times 1 = 10]$ 

- i. List any four applications of computer graphics.
- ii. Differentiate between beam penetration and shadow masking method.
- iii. Which class of java3D is used to model transparency?
- iv. Define projection reference point.
- v. What is polygon table?
- vi. Define acoustic touch panel.
- vii. What is intensity attenuation?
- viii. Write homogenous matrix for 3D rotation about XZ-Plane.
- ix. Differentiate between RGB and HSV color model.
- x. Define virtual reality.

### Group "B"

#### Exercise Problems:

15

 $[5\times 4=20]$ 

- 2 Digitize circle with radius 7 units and center at (3, 3).
  - Write program in java to translate a given 2D object. You need to take the co-ordinate values of translation vector and the object from the user.
- Calculate region code of vertices P(1, 1), Q(9, 6), R(1, 11) and S(10, 0) against clipping boundary WXYZ: W(2, 3),X(2, 8),Y(7, 8) and Z(7, 3).
- 5. Digitize line with end points (3, 9) and (7, 1) using DDA line drawing algorithm. Plot the calculated intermediate points in graph.
- Reflect a triangle which vertices are A(3,1), B(-2,5) and C(5,7) on Y=X axis and then rotate about (2, 1) in +270°. Use composite transformation matrix to find the final co-ordinates of ΔABC.

## Group "C"

# Comprehensive Questions:

 $[2\times 5=10]$ 

- 7. Define 2D viewing pipeline. Write algorithm of Z-buffer method for hidden surface removal.
  - Differentiate between ambient light and diffuse reflection. Write algorithm of Phong shading.

\*\*\*