34 TRIBHUVAN UNIVERSITY
INSTITUTE OF ENGINEERING
# Examination Control Division
**2070 Chaitra**

| Exam. | Regular | | |
|---|---|---|---|
| Level | BE | Full Marks | 80 |
| Programme | BEX, BCT | Pass Marks | 32 |
| Year / Part | III / I | Time | 3 hrs. |

## *Subject:* - Computer Graphics *(EX603)*

- ✓ Candidates are required to give their answers in their own words as far as practicable.
- ✓ *Attempt **All** questions.*
- ✓ *The figures in the margin indicate **Full Marks**.*
- ✓ *Assume suitable data if necessary.*

1. How much time is spent scanning across each raw of pixels during screen refresh on a raster system with resolution 1024×768 and a refresh rate of 60 frames per second? [4]
2. Mention the disadvantages of DDA method. Write the complete Bresenham's line drawing algorithm and using midpoint circle drawing algorithm calculate the co-ordinate on the first quadrant of a circle having radius 6 and centre (20,10) [2+4+4]
3. State the conditions of point clipping. Perform clipping operation for the following using Liang Barskey line clipping algotithm: [2+6]

   Clipping window: (Xmin, Ymin) = (2,5) and (Xmin, Ymin) = (35,50)

   Line: (x1, y1) = (-2,2) and (x2,y2) = (45,40)
4. Define window and view port. Describe three dimension windows to view port transformation with matrix representation for each step. Derive oblique projection matrix with necessary assumptions. [1+4+5]
5. Define Hermite Interpolation in defining a curve. Use it to find the blending function of a parametric cubic curve in 2D graphics. [2+6]
6. Describe polygon, Vertex and Edge table of polygon. How these terms are important in computer graphics. [8]
7. Describe z-buffer method for visible surface detection in detail. State its limitation and recommended method that addresses it. [7+3]
8. Calculate the total intensity using phone secular reflection model by considering all type of light sources. [8]
9. Compare and Contract between Gouraud and Phong Shading Model. [8]
10. Write short notes on: [3×2]
    a) Call back function
    b) Open GL

***