

TRIBHUVAN UNIVERSITY
INSTITUTE OF ENGINEERING
Examination Control Division
2078 Kartik

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

Subject: - Computer Graphics (EX 603)

- ✓ 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. What is computer graphics? Calculate the total memory required to store a 10 minute video in a SVGA system with 24 bit true color and 60 fps refresh rate. [2+4]
2. Write an algorithm for drawing a circle. Using midpoint circle drawing algorithm, calculate the coordinates on the first quadrant of a circle having radius 8 and centre (10, 10). [4+6]
3. It is necessary to construct curves using parametric equations? Justify. List down the steps for modeling curves using splines. [4+4]
4. Reflected the triangle ABC about the line $3X - 4Y + 8 = 0$. The position vector of the coordinate ABC is given A(4, 1), B(5, 2) and C(4, 3). [8]
5. Describe 3D viewing pipeline. Derive complete world-to-viewing coordinate transformation matrix. [3+7]
6. Why do we use geometric tables and attribute tables for defining a polygon surface? How do you calculate the spatial orientation of a polygon? [3+3]
7. What is the limitation of Z-buffer method? How does A-buffer method overcome it, explain? [3+7]
8. Derive the expression to calculate the total light intensity in a point. [8]
9. Compare and contrast between Gouraud and Phong shading model. [8]
10. What is OpenGL? How can we draw colored line and polygon using OpenGL? [2+4]
