Total No. of Questions—8]

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Seat	
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## S.E. (Computer Engg.) (Second Semester) EXAMINATION, 2017 COMPUTER GRAPHICS

## (2015 **PATTERN**)

Time: 2 Hours

Maximum Marks: 50

- **N.B.** :— (i) Neat diagrams must be drawn wherever necessary.
  - (ii) Assume suitable data, if necessary.
  - (iii) Attempt Q. 1 or Q. 2, Q. 3 or Q. 4, Q. 5 or Q. 6 and Q. 7 or Q. 8.
- 1. (a) Explain the following terms with examples (any three):[6]
  - (1) Display file structure
  - (2) Winding Method
  - (3) Polygon filling with pattern
  - (4) Generalised Clipping.
  - (b) Explain Bresenham algorithm for line drawing. Write advantages and disadvantages of it over DDA line drawing algorithm. [6]

Or

- (a) Explain Sutherland-Hodgeman algorithm for polygon clipping.Compare it Cohen-Sutherland Clipping. [6]
  - (b) Write Bresenham circle drawing algorithm. Also explain mathematical foundation of it. [6]

<b>3.</b> (a	Explain the following terms with examples: [4]
	(1) Color gamut
	(2) Key-frame
	(3) Animation
	(4) Morphing.
(b)	Explain 3D clipping with example. [4]
(c)	For origin centered unit square, rotate 45° clockwise, scale
	by a factor 2 in $x$ -direction. Find resultant coordinates of square
	(write required matrices). [4]
	Or
<b>4.</b> (a	Describe segment and explain any three operations carried out
	on it. [4]
(b)	Explain rotation about an arbitrary point in 2D. [4]
(c)	Explain 3D viewing transformation. [4]
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<b>5.</b> (a)	Explain Backface Detection and removal. [4]
(b)	Explain and compare point source and diffuse illumination. [5]
(c)	Explain Phong Shading Algorithm. [4]
	Or
<b>6.</b> (a	Explain Binary Space Partitioning Algorithm with example.
	[5]
(b)	Explain Gaurad Shading algorithm. [4]
(c)	Write a note on Phong Reflection Model. [4]
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7.	(a)	Explain blending function for B-spline curve.	[4
	( <i>b</i> )	Explain architecture of i860.	[4]
	(c)	What is OpenGL? Write four important features of the sa	me
		Write any two 3D transformation functions of OpenGL.	[5]
		Or	
8.	(a)	Write any four important features of NVIDIA gaming platfo	m rm
		Explain need of NVIDIA workstation in gaming	[5]
	( <i>b</i> )	Explain Hilbert curve with example.	[4]
	(c)	Explain Koch curve with example.	[4]
		Explain Koch curve with example.  Explain Koch curve with example.	
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