

Assignment 1

Note: Assignment to be uploaded on Blackboard in pdf only.

Last Date of Submission: 14th of April 2023

Q1. Explain the working of CRT? Also what happens in case of colour CRT.

Q2. Explain Circle Generation Algorithm.

Q3. Discuss the rendering pipeline in OpenGL.

Q4. Draw a line using Bresenham Algorithm having endpoints (20,10) and (30,18). [Show calculation steps]

Q5. Translate the square ABCD whose co-ordinates are A(0,0), B(3,0), C(3,3), D(0,3) by 2 units in both directions and then scale it by 1.5 in x-direction and 0.5 in y-direction.

Q6. Rotate triangle having co-ordinates A(0,0), B(2,2), C(4,2) about (a) Origin (b) P(-2,-2) by an angle of 45 degrees.

Q7. Explain working of Cohen Sutherland Algorithm.

Q8. Using Sutherland Hodgman Polygon Clipping Algorithm clip the following polygon.

