

Roll Number: \_\_\_\_\_

**Thapar Institute of Engineering & Technology, Patiala**

Department of Computer Science &amp; Engineering

**Auxiliary Exam**

Course Code: UCS505

B. E. 3<sup>rd</sup> year (COE/CSE)

Course Name: Computer Graphics

26/08/2023

5:30 PM - 8:30 PM

Time: 3 Hours, M. Marks: 100

Faculty: Dr. Yadwinder Singh

**Note:** All questions are compulsory to attempt. Attempt all questions in serial order and assume missing data if any.

Q.1.	Write down the Bresenham's Line Drawing Algorithm (For both cases of +ve slope). Calculate the Intermediate points for the line with endpoints (9,18) and (14, 22) using Bresenham's Line drawing algorithm. (Clearly show all the calculations).	(10)																																										
Q.2.	a. Rotate a Triangle placed at A(0,0) ,B(1,1) and C(5,2) by an angle 45 degree with respect to point (-1,-1). Give Matrix for all the independent transformations and the composite transformation matrix. Give the final coordinates for the triangle. b. Differentiate between Bresenham and Midpoint circle drawing algorithms.	(7+3)																																										
Q.3.	Explain Liang-Barsky Line Clipping Algorithm (2-D). Apply this algorithm to the line with coordinates (30, 60) and (60, 25) against the window with (Xmin,Ymin)=(10,10) and (Xmax,Ymax)=(50,50).	(10)																																										
Q.4.	Define the Interpolating and Approximating Splines. Give example for each. Derive the basis matrix for the cubic Bezier Curves.	(2+2+6)																																										
Q.5.	Devise 8-connected boundary fill algorithm for filling the interior regions with the given input set of vertices having seed pixel (2,3). <table border="1"><tr><td>Vertex</td><td>1</td><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td></tr><tr><td>X</td><td>1</td><td>1</td><td>2</td><td>2</td><td>5</td><td>5</td><td>7</td><td>7</td><td>5</td><td>5</td><td>3</td><td>3</td><td>1</td></tr><tr><td>Y</td><td>1</td><td>5</td><td>5</td><td>7</td><td>7</td><td>5</td><td>5</td><td>1</td><td>1</td><td>2</td><td>2</td><td>1</td><td>1</td></tr></table>	Vertex	1	2	3	4	5	6	7	8	9	10	11	12	13	X	1	1	2	2	5	5	7	7	5	5	3	3	1	Y	1	5	5	7	7	5	5	1	1	2	2	1	1	(10)
Vertex	1	2	3	4	5	6	7	8	9	10	11	12	13																															
X	1	1	2	2	5	5	7	7	5	5	3	3	1																															
Y	1	5	5	7	7	5	5	1	1	2	2	1	1																															
Q.6.	Define Projections. Explain various types of projections in detail.	(10)																																										
Q.7.	Differentiate between Raster Scan and Random Scan System. Explain the working principle of CRT.	(4+6)																																										
Q.8.	Explain the difference between Z-Buffer Algorithm and Painter's Algorithm. Discuss by giving suitable example.	(10)																																										
Q.9.	Write short note on the following: a. Coherence Properties and it's types b. Resolution, Aspect Ratio and Interlacing c. Sutherland Hodgeman Polygon Clipping d. 3- D Viewing	(4 * 5)																																										