



**National Open University of Nigeria**  
**Plot 91, Cadastral Zone, Nnamdi Azikwe Express Way, Jabi – Abuja**

**Faculty of Sciences**  
**October/November Examination 2016**

**Course Code: CIT 305**

**Course Title: Advance Computer Graphics and Animation**

**Credit Unit: 3**

**Time Allowed: 3 Hours**

**Instruction: Answer Any five (5) questions**

### **Questions**

1.
  - (a.) What are transformations used for in computer graphics? (3 Marks)
  - (b.) Given a point cloud, polygon, or sampled parametric curve, enumerate four purposes for which transformations can be used (6 marks)
  - (c.) Define:
    - Affine Transformations (2 Marks)
    - homogeneous coordinates (2 Marks)
2.
  - (a.) When is the curve The curve is CN said to be continuous? (3 Marks).
  - (b.) Briefly describe Non-parallel projection and highlight its properties. (6 Marks)
  - (c.) Define the following:
    - i. Cartesian coordinate system (2 Marks)
    - ii. Cartesian coordinate frame (2 Marks)
    - iii. Spectroradiometer (1 mark)
3.
  - (a.) What is light? (2 Marks)
  - (b.) What is a k-d-tree? (2 Marks)

(c.) Briefly describe the construction of a BSP tree highlighting the requirements and procedure (10 Marks).

4.

(a.) Enumerate the major factors which during illumination determine the colour of a particular point (6 marks)

(b.) Illustrate a graphic system using a detailed block diagram (8 marks)

5.

(a.) what is a vector? How are vectors represented? (2 Marks)

(b.) Briefly highlight the layers of a Liquid Crystal Display and how it works (12 Marks)

6.

(a.) Explain what is meant by motion capture. (2 marks)

(b.) How can a vector be normalized? (2 Marks)

(c.) Discuss Ray Tracing. (Highlighting its definition, process and reason it was developed) (10 Marks)

7.

(a.) Define the following:

i. Complementary colours

ii. Dominant wavelength

iii. non-spectral colours

(b.) State two advantages and two disadvantages of each of the following:

i. Explicit Representation  $y = f(x)$  (4 Marks)

ii. Implicit Representation  $f(x,y,z) = 0$  (4 Marks)