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Roll No.			Total No. of Pages: 02

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B.Tech (CSE) (Sem.-5)
COMPUTER GRAPHICS
Subject Code: BTCS-515-18

M.Code: 78325

Time: 3 Hrs. Max. Marks: 60

INSTRUCTIONS TO CANDIDATES:

- SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
- 3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

Write briefly:

- 1) What is aspect ratio of display devices? What is its importance?
- 2) What is the Phong's shading?
- 3) What are the limitations of Z-buffer algorithm for hidden surface removal?
- 4) Why are transformations required?
- 5) What is importance of homogeneous co-ordinates?
- 6) What do you mean by viewing?
- 7) What are Cartesian and homogeneous coordinate systems?
- 8) What is meant by the image resolution and image's aspect ratio?
- 9) What do you mean by clipping?
- 10) Why homogeneous co-ordinates are used in the graphics transformations?

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SECTION-B

- 11) What is the basic architecture of Cathode ray tube? Discuss in detail the random and raster scan displays.
- 12) Write Bresenham's circle drawing algorithm with example.
- 13) Write the Cohen-Sutherland outcode algorithm.
- 14) What are properties of light? Explain intuitive color and chromaticity concepts.
- 15) What are fractals? How are they represented? What are their applications? Explain.

SECTION-C

- 16) Derive the transformation matrices for the following transformations :
 - a) Reflection about X-axis.

b) Reflection about Y-axis.

c) Reflection about origin.

- d) Reflection about line Y = X.
- e) Reflection about line Y = -X.
- 17) Explain Z-buffer algorithm in detail.
- 18) How the 3D images are represented on 2D plane in computer graphics? Explain.

NOTE: Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.

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