

(Following Paper ID and Roll No. to be filled in your Answer Books)

Paper ID : 110411

Roll No.

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B.TECH.

Theory Examination (Semester-IV) 2015-16

COMPUTER GRAPHICS

Time : 3 Hours

Max. marks : 100

Note: Attempt questions from all Sections as per directions.

Section-A

Attempt all parts of this section. Answer in brief.[2×10=20]

1. (a) Explain the role of pixel and frame buffer in graphics devices.
- (b) What do you understand by the video controller?
- (c) Justify the composite transformation.
- (d) What is specular reflection?
- (e) Write the properties of B-Spline curve.

(1)

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Attempt any five questions from this section. [10×5=50]

- (a) Compare the computation done in digital differential analyzer (DDA) algorithm with Bresenham's line drawing algorithm.
- (b) Write a procedure for rotation. Drive reflection metrics for reflection about X axis.
- (c) Consider two raster systems with resolutions of 640×480 and 1280×1024 . How many pixels could be accessed per second in each of these systems by a display controller that refreshes the screen at a rate of 60 frames per second?
- (d) Write an algorithm for Cohen-Sutherland line clipping algorithm. Compare it with Liang-Barsky line clipping algorithm.

(2)

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Section-C

Attempt any two questions from this section.

[15×2=30]

3. List the advantages and disadvantages of back-face detection and A-buffer method. Write the algorithm for back-face detection.
4. Explain the different illumination methods and different rendering methods in detail. Write its advantages and disadvantages.
5. Compare and contrast among spline, B-spline and Bezier algorithms for curve generation and write the algorithm for Bezier curve generation.

(3)

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