Code No: NR320501	NR	Set	No. 2		
III B.Tech II Semester Examinations,December 2010 COMPUTER GRAPHICS Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering Time: 3 hours Max Marks: 80 Answer any FIVE Questions All Questions carry equal marks *****					
1. Write about the following:					
(a) Sutherland-Hodgman(b) Cohen-suther land clip	clipping oping.		[10+6]		
2. Write an algorithm for inter	rpreting the display file.		[16]		
3. Write a procedure for delet	ing a segment.		[16]		
 4. (a) For a 10*10 frame buffer, interpret Bresenham's algorithm to find which pixels are turned on for the line segment between the points (5,8) and (9,5). 					
(b) What steps are require using the Bresenham's	ed to plot a line whose sl s line drawing algorithm	ope is between (?) and 45 degrees $[8+8]$		
5. Explain various methods for	r generation of curves a	nd surfaces.	[16]		
6. Write an algorithm to perform 2D incremental rotation. How much time is needed per endpoint? Compare this time needed per endpoint for absolute 2D rotation. [16]					
7. (a) Explain the basic cone suitale examples.	epts of hidden surfaces	and line remova	l methods with		
(b) Write about z-buffers.			[10+6]		
8. Explain the terms:					
(a) View plane					
(b) View reference point					
(c) View plane distance			[16]		

Code No: NR320501	NR	Set	No. 4	
III B.Tech II Semester Examinations,December 2010 COMPUTER GRAPHICS Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering Time: 3 hours Max Marks: 80 Answer any FIVE Questions All Questions carry equal marks *****				
1. (a) Explain the basic conepts o suitale examples.	f hidden surfaces and	l line removal	methods with	
(b) Write about z-buffers.			[10+6]	
2. (a) For a 10 [*] 10 frame buffer, int are turned on for the line se	erpret Bresenham's a gment between the p	lgorithm to fin oints (5,8) an	nd which pixels d $(9,5)$.	
(b) What steps are required to pusing the Bresenham's line of	lot a line whose slope lrawing algorithm?	e is between 0	and 45 degrees $[8+8]$	
3. Write a procedure for deleting a	segment.		[16]	
4. Write an algorithm to perform 21 per endpoint? Compare this time) incremental rotation needed per endpoin	n. How much t for absolute	time is needed 2D rotation. [16]	
5. Explain various methods for gene	eration of curves and	surfaces.	[16]	
6. Write an algorithm for interpreting	ng the display file.		[16]	
7. Explain the terms:				
(a) View plane				
(b) View reference point				
(c) View plane distance			[16]	
8. Write about the following:				
(a) Sutherland-Hodgman clippin	ng			
(b) Cohen-suther land clipping.			[10+6]	

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Code No: NR320501	NR	Set No. 1		
III B.Tech II Semester Examinations,December 2010 COMPUTER GRAPHICS Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering Time: 3 hours Max Marks: 80 Answer any FIVE Questions All Questions carry equal marks *****				
1. (a) For a 10*10 frame buffer, interpret Bresenham's algorithm to find which pixels are turned on for the line segment between the points (5.8) and (9.5).				
 (b) What steps are required to plot a line whose slope is between 0 and 45 degrees using the Bresenham's line drawing algorithm? 				
2. Explain the terms:				
(a) View plane	1			
(b) View reference point				
(c) View plane distance	121	[16]		
3. Write about the following:				
(a) Sutherland-Hodgman cl	lipping			
(b) Cohen-suther land clipp	ping.	[10+6]		
4. Write an algorithm for interp	preting the display file.	[16]		
5. Explain various methods for	generation of curves an	nd surfaces. [16]		
6. Write an algorithm to perform 2D incremental rotation. How much time is needed per endpoint? Compare this time needed per endpoint for absolute 2D rotation. [16]				
7. (a) Explain the basic conep suitale examples.	ots of hidden surfaces a	and line removal methods with		
(b) Write about z-buffers.		[10+6]		
8. Write a procedure for deleting	ng a segment.	[16]		
* * * *				

Code No: NR320501	NR	Set No. 3
III B.Tech II S C Common to Information 7 Computer 8 Time: 3 hours An All C	emester Examinations OMPUTER GRAPHIC Fechnology, Computer Science And Systems I swer any FIVE Questi Questions carry equal n *****	,December 2010 CS Science And Engineering, Engineering Max Marks: 80 ons narks
1. Explain various methods	for generation of curves a	nd surfaces. [16]
2. Write a procedure for del	eting a segment.	[16]
3. Write an algorithm to per per endpoint? Compare t4. Write an algorithm for in	rform 2D incremental rota this time needed per endp terpreting the display file	ation. How much time is needed oint for absolute 2D rotation. [16]
 5. (a) Explain the basic consuitale examples. (b) Write about a buffer 	onepts of hidden surfaces	and line removal methods with
 (b) Write about 2-builer 6. Explain the terms: (a) View plane (b) View reference point 		[10+0]
(c) View plane distance		[16]
7. (a) For a 10 [*] 10 frame by are turned on for the	iffer, interpret Bresenham e line segment between th	's algorithm to find which pixels a points $(5,8)$ and $(9,5)$.
(b) What steps are require using the Bresenham	ired to plot a line whose sl n's line drawing algorithm	ope is between 0 and 45 degrees $[8+8]$
8. Write about the following	y. D'	

- (a) Sutherland-Hodgman clipping
- (b) Cohen-suther land clipping.

[10+6]

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