

GUJARAT TECHNOLOGICAL UNIVERSITY

MCA – SEMESTER – IV • EXAMINATION – SUMMER 2018

Subject Code: 640008

Date: 30-May-2018

Subject Name: Computer Graphics

Time: 10.30 am to 1.00 pm

Total Marks: 70

Instructions:

1. Attempt all questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.

- Q.1** Explain the following term. **14**
- 1) Resolution
 - 2) Gray Scale
 - 3) Homogeneous Coordinates
 - 4) View volume
 - 5) CAD
 - 6) Aspect ratio
 - 7) Random – scan system
- Q.2** (a) Explain the difference between OpenGL core library, the OpenGL Utility and the OpenGL Utility Toolkit. And explain the following function **07**
- 1) glutInit()
 - 2) glutInitDisplayMode()
- (b) Describe emissive and nonemissive displays and explain any one nonemissive flat – panel display device. **07**
- OR**
- (b) Explain Midpoint circle algorithm. **07**
- Q.3** (a) Use Bresenham's line algorithm to derive decision parameter and explain in detail. **07**
- (b) Write Short note on: **07**
- 1) Color table
 - 2) Line attributes
- OR**
- Q.3** (a) Describe Midpoint ellipse algorithm. **07**
- (b) Write Short note on: **07**
- 1) Odd-even rule
 - 2) Polygon tables
- Q.4** (a) Explain Boundary-fill algorithm using 8-connected method and write the procedure for same. **07**
- (b) Describe two-dimensional composite transformation and explain the composite matrix for 1) General two-dimensional pivot-point rotation **07**
- 2) Composite two-dimensional scaling
- OR**
- Q.4** (a) What is antialiasing? Why is it used? Explain various methods used for antialiasing. **07**
- (b) Explain three-dimensional reflection and three-dimensional shears **07**
- Q.5** (a) Explain Liang-Barsky line clipping algorithm. **07**
- (b) Explain Oblique parallel projection and derive the equation for obtaining projection point for same **07**
- OR**
- Q.5** (a) Explain Sutherland – Hodgman polygon clipping algorithm. **07**
- (b) Explain perspective projection. What is vanishing point? Describe various vanishing point for perspective projection. **07**
