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BT-5 / D-17

COMPUTER GRAPHICS

Paper-IT-309N opt (II)

Time allowed : 3 hours

[Maximum marks : 75]

Note :- Attempt five questions in all, selecting at least one question from each unit.

Unit-I

1. (a) What is Computer Graphics? Write down its applications. 6
- (b) Derive the equations for Bresenham's circle drawing algorithm. 9
2. (a) Explain Scan line Polygon fill algorithm. 7
- (b) Scan convert a circle whose radius is 7 and center at (0,0) using midpoint algorithm. 8

Unit-II

3. (a) Explain window to view port mapping. 7
- (b) Explain Weiler - Atherton algorithm for Polygon Clipping. 8
4. (a) Magnify the triangle with vertices A (0,0), B (1,1), C (5,2) to thrice its size while keeping its vertex C (5,2) fixed. 10
- (b) Write a short note on Text Clipping. 5

(2)

Unit-III

5. Explain all the transformations in 3D with suitable examples in detail. 15
6. (a) What is Projection? Explain its types. 10
- (b) Explain depth cueing. 5

Unit-IV

7. (a) Explain Subdivision algorithm for hidden surface removal. 8
- (b) Describe B-spline curves. Write down properties of B-Spline approximation. 7
8. Write short notes on following: 5×3=15
- (a) Morphing
- (b) Animation
- (c) Mouse.

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