Seat	
No.	

[5252]-567

S.E. (Computer Engg.) (Second Semester) EXAMINATION, 2017 COMPUTER GRAPHICS

(2015 **PATTERN**)

Time: 2 Hours

Maximum Marks: 50

- **N.B.** :— (i) Neat diagrams must be drawn wherever necessary.
 - (ii) Assume suitable data, if necessary.
 - (iii) Attempt Q. 1 or Q. 2, Q. 3 or Q. 4, Q. 5 or Q. 6 and Q. 7 or Q. 8.
- 1. (a) Explain the following terms with examples (any three): [6]
 - (1) Display file structure
 - (2) Winding Method
 - (3) Polygon filling with pattern
 - (4) Generalised Clipping.
 - (b) Explain Bresenham algorithm for line drawing. Write advantages and disadvantages of it over DDA line drawing algorithm. [6]

Or

- (a) Explain Sutherland-Hodgeman algorithm for polygon clipping.Compare it Cohen-Sutherland Clipping. [6]
 - (b) Write Bresenham circle drawing algorithm. Also explain mathematical foundation of it. [6]

3.	(a)	Explain the following terms with examples: [4]
		(1) Color gamut
		(2) Key-frame
		(3) Animation
		(4) Morphing.
	(<i>b</i>)	Explain 3D clipping with example. [4]
	(c)	For origin centered unit square, rotate 45° clockwise, scale
		by a factor 2 in x-direction. Find resultant coordinates of square
		(write required matrices). [4]
		Or
4.	(a)	Describe segment and explain any three operations carried out
		on it. [4]
	(<i>b</i>)	Explain rotation about an arbitrary point in 2D. [4]
	(c)	Explain 3D viewing transformation. [4]
5.	(a)	Explain Backface Detection and removal. [4]
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	<i>(b)</i>	Explain and compare point source and diffuse illumination. [5]
	(c)	Explain Phong Shading Algorithm. [4]
		Or
6.	(a)	Explain Binary Space Partitioning Algorithm with example.
		[5]
	(<i>b</i>)	Explain Gaurad Shading algorithm. [4]
	(c)	Write a note on Phong Reflection Model. [4]
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7.	(a)	Explain blending function for B-spline curve.	[4]	
	(<i>b</i>)	Explain architecture of i860.	[4]	
	(c)	What is OpenGL? Write four important features of the sa		
		Write any two 3D transformation functions of OpenGL.	[5]	
		Or		
8.	(a)	Write any four important features of NVIDIA gaming platfo	es of NVIDIA gaming platform.	
		Explain need of NVIDIA workstation in gaming	[5]	
	(<i>b</i>)	Explain Hilbert curve with example.	[4]	
	(c)	Explain Koch curve with example	[4]	