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S.E. (Information Technology) (Sem. II) EXAMINATION, 2018 COMPUTER GRAPHICS (2015 PATTERN)

Time: Two Hours Maximum Marks: 50

N.B. :— (i) Neat diagrams must be drawn wherever necessary.

- (ii) Figures to the right indicate full marks.
- (iii) Assume suitable data, if necessary.
- 1. (a) What are the steps of Bresenham's circle drawing algorithm?

 Explain with example. [6]
 - (b) What is the concept of display file and display file interpreter. [6] Or
- **2.** (a) Discuss any two polygon filling methods. [6]
 - (b) Interpret Digital Differential Analyser (DDA) algorithm to find which pixels are turned on for the line segment between (2, 3) and (8, 6).
- 3. (a) Explain Cohen-Sutherland line clipping algorithm with diagram. [6]
 - (b) Explain reflection about XY, YZ and XZ plane. [6]

P.T.O.

Or

4.	(a)	Explain different types of parallel and perspective projections.	[6]
	(<i>b</i>)	Explain window and viewport in detail with example.	[6]
5 .	(a)	Write a short note on animation sequence.	[7]
	(<i>b</i>)	Write a note on openGL.	[6]
		Or	
6.	(a)	Explain block diagram of i860.	[7]
	(<i>b</i>)	What is shading? Explain different types.	[6]
7.	(a)	Write a note on fractal lines and surfaces.	[7]
	(<i>b</i>)	What is interpolation? Explain any interpolation algorithm.	[6]
		Or S	
8.	(a)	Explain Bezier curve generation using midpoint subdivision.	[7]
	(<i>b</i>)	Explain techniques of smoothing curves using B Splines.	[6]
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