2002 SCHEME

USN		CS63
	Sixth Semester B.E. Degree Examination, D	ecember 2010
Time:	Computer Graphics 3 hrs.	Max. Marks:100
	Note: Answer any FIVE full question	s.
1 a.	Explain the conceptual framework for interactive graphics, with	h a neat block diagram.

2 a. Briefly explain the Bresenham's midpoint line scan conversion algorithm. Derive the expressions for decision variables.

(12 Marks)

Explain the various representative uses of computer graphics, in detail.

- b. Briefly explain the basic methods used for drawing thick primitives. (08 Marks)
- a. Give the Cohen-Sutherland line clipping algorithm (psedocode).
 b. Briefly explain and give the Sutherland-Hodgeman polygon clipping algorithm (psedocode).
 (10 Marks)
- 4 a. Explain the steps involved in transformation from a world co-ordinate window to screen co-ordinate viewport. Also get the composite transformation matrix. (10 Marks)
 - b. Find the transformation matrix, that transforms the given square A B C D to half its size, with centre still remaining at the same position. The co-ordinates of square are A (1, 1), B(3, 1), C(3,3) and D(1, 3) and centre at (2, 2). Also find the resultant co-ordinates of the square.

 (10 Marks)
- 5 a. Write the homogeneous co-ordinate transformation matrices for the three basic 3D transformations. (10 Marks)
 - b. Give the classification of planar geometric projections. With neat sketches, explain the orthographic and oblique parallel projections. (10 Marks)
- 6 a. Briefly explain the three common styles for user-computer interfaces.
 b. List the properties of B-spline curves. (10 Marks)
- 7 a. Explain the Z-buffer algorithm for the removal of hidden surfaces, with a psedocode.
 - b. Explain the Warnock's area subdivision algorithm. (10 Marks) (10 Marks)
- Write short notes on:
 - a. Octrees
 - b. Rubber band construction technique
 - c. Character generation methods
 - d. Fractal geometry methods.

(20 Marks)

(10 Marks)

(10 Marks)

* * * * *