Total number of printed pages-4

53 (CS 604) CPGR

2016

COMPUTER GRAPHICS

Paper : CS 604

Full Marks : 100

Time : Three hours

The figures in the margin indicate full marks for the questions.

Answer any five questions.

- 1. (a) Explain the Bresenham line drawing algorithm. Compare the advantage of the algorithm over DDA line drawing algorithm.
 - (b) Find the pixels using the DDA line drawing algorithm, where end points of the line are (1,1) and (10,5) resp.

10 + 10

Contd.

- 2. (a) What do you mean by rotation ? Find the rotational matrix R(θ) (where θ is the rotational angle in anticlock-wise direction in 2D). Using the above matrix with θ = 90°, find the co-ordinate of the point (5, 5) after rotation.
 - (b) What is reflection ? Find the reflection matrix with respect to the line y = mx. 10+10
- 3. (a) Describe a technique to find out whether a given point is inside of a polygon. What do you mean by convex polygon ? Describe a boundary filling algorithm with a pseudo code.
 - (b) Describe the Cohen-Sutherland line clipping algorithm with advantages and disadvantages.

10+10

- (a) Explain the mid-point circle drawing algorithm. Explain how using Eight-way symmetry we can save our computation.
 - (b) Using above algorithm find the pixels with centre at origin and radius=10. 12+8

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- 5. (a) What is scaling ? If the equation of a line is x = y and if we apply scaling operation over the line with S_x = 1.5 and S_y = 2 then what will be the new equation of the line after scaling ?
 - (b) Describe the rotations about the z-axis and about y-axis in 3D. Write down the respective rotational matrixes $R_z(\theta)$ and $R_u(\theta)$.

10 + 10

- 6. (a) What do you mean by interpolation curve ? Describe the Hermite cubic curve.
 - (b) Obtain the blending function for Hermite curve and show their graphical representation.

10 + 10

7. Write short notes on : (any four)

4×5=20

- (a) Computer Graphics and Image Processing.
- (b) Computer animation

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Contd.

(c) Projection

- (d) Explicit, Implicit and Parametric representation of an equation.
- (e) Algebric and tangent continuity of a curve.

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