## DipIETE - CS (NEW SCHEME) - Code: DC66

## Subject: COMPUTER GRAPHICS

Time: 3 Hours

## DECEMBER 2011

NOTE: There are 9 Questions in all.

- Please write your Roll No. at the space provided on each page immediately after receiving the Question Paper.
- Question 1 is compulsory and carries 20 marks. Answer to $\mathbf{Q} .1$ must be written in the space provided for it in the answer book supplied and nowhere else.
- The answer sheet for the $\mathbf{Q} .1$ will be collected by the invigilator after 45 Minutes of the commencement of the examination.
- Out of the remaining EIGHT Questions answer any FIVE Questions. Each question carries 16 marks.
- Any required data not explicitly given, may be suitably assumed and stated.


## Q. 1 Choose the correct or the best alternative in the following:

a. By generating only $\qquad$ of a circle, the rest of the points of the circle can be generated using symmetry
(A) 3 quadrants
(B) 2 quadrants
(C) 1 quadrants
(D) All the 4 quadrants have to be generated
b. Time between two consecutive refreshes of CRT depend upon
(A) Size of graphics image
(B) Size of Screen
(C) Frame buffer size
(D) Persistence factor of phosphor
c. In a screen with aspect ratio of 4:3, if 1280 pixels are along horizontal line then number of pixels along vertical line is
(A) 960
(B) 800
(C) 1020
(D) 980
d. If a point $(3,6)$ is translated using value $t x=3$ and $t y=-7$, then the new point is
(A) $(6,-1)$
(B) $(6,13)$
(C) $(0,13)$
(D) $(0,1)$
e. Which of the following is a type of projection?
(A) Trimetric
(B) Isometric
(C) Diametric
(D) Tetrametric
f. Which of the following region code is not valid in Cohen Sutherland clipping algorithm?
(A) 1010
(B) 0000
(C) 1001
(D) 1111
g. Which of the following format is used for storing images only?
(A) PCX
(B) MP3
(C) AVI
(D) WM V
h. Shearing in computer graphics is a type of
(A) Projection
(B) Transformation
(C) Shading
(D) Clipping
i. Which of the following is not an input device?
(A) Light pen
(B) Optical mouse
(C) Digitizer
(D) None of the above
j. The following algorithm is not used for removal of hidden surface
(A) Back Face removal Algorithm
(B) Z-Buffer Algorithm
(C) Cyrus Beck Algorithm
(D) Depth Buffer Algorithm

## Answer any FIVE Questions out of EIGHT Questions. Each question carries 16 marks.

Q. 2 a. Write a short notes on video adapter/controller.
b. Explain the components of graphic systems configuration with the help of a diagram.
Q. 3 a. Find the points to be selected to draw a line using DDA algorithm between points $(3,5)$ and $(10,10)$.
b. Explain Seed Fill algorithm for polygon filling with a suitable example.
Q. 4 a. Compute the transformation matrix required to translate a point $(\mathrm{x}, \mathrm{y})$ by distance 3 and 4 along x and y axis respectively and then rotate ( $\mathrm{x}, \mathrm{y}$ ) anti clockwise by $45^{\circ}$.
b. Explain the concept of homogeneous coordinate system and its application. (8)
Q. 5 a. Clip a line segment between points $(1,3)$ to $(5,17)$ using Cohen Sutherland clipping algorithm so that it fit into view port with left bottom at $(3,5)$ and right top at $(8,12)$.
b. Explain the steps required in viewing transformation to map world coordinate scene to device coordinates.
Q. 6 a. Find a rotation matrix to rotate the point $(1,2,3)$ by $45^{\circ}$ around origin in plane. Find transformed value of the point also.
b. Define oblique projection and then find the transformation matrix for the projection of a point ( $\mathrm{x}, \mathrm{y}, \mathrm{z}$ ) in $\mathrm{x}-\mathrm{y}$ plane.
Q. 7 a. Describe a technique used to draw only visible portion of an image. What factors are considered while selecting the visible portion of an image?
b. Describe the algorithm for hidden line removal.
Q. 8 a. What are the devices required for producing animation? Describe in brief the steps required to produce real time animation.
b. Define the term morphing and explain its use in key frame systems of animation.
Q. 9 Write short notes on the following:
(i) MPC specification
(ii) BMP file format
(iii) WAV file format
(iv) Compact Disk

