

Seat No.: _____

Enrolment No. _____

GUJARAT TECHNOLOGICAL UNIVERSITY
BE SEM-VI Examination-Nov/Dec-2011

Subject code: 160703

Date: 25/11/2011

Subject Name: Computer Graphics

Time: 10.30 am -1.00 pm

Total marks: 70

Instructions:

1. Attempt all questions.
2. Make suitable assumptions & draw figures wherever necessary
3. Figures to the right indicate full marks.

- Q.1 (a) Briefly explain the any five computer graphics applications. 5
(b) Explain following terms 6
 1. Persistence
 2. Resolution.
 3. Raster-Scan display system.
- (c) What is frame buffer? How long would it take to load a 1280 by 1024 frame buffer with 12 bits per pixel if transfer rate is 1Mbps? 3
- Q.2 (a) What is aliasing? How to compensate the aliasing? Explain in detail. 6
(b) What are the limitations of DDA line drawing algorithm? Explain Bresenham's line algorithm. 8
- OR
- (b) Explain the property of circle and calculate the pixel position along circle path with radius $r = 10$ centered on the origin using midpoint circle algorithm up to $x=y$. 8
- Q.3 (a) Prove that the multiplication of 2D transformation matrices for each of the following sequence of operations is commutative 8
 1. Two successive rotations.
 2. Two successive translations.
- (b) What is window and view-port? Retrieve equations for the scaling factors to map the window to view-port in 2D viewing system. 6
- OR
- Q.3 (a) Explain the Cohen Sutherland line clipping algorithm. 8
(b) What is 2D shear transformation? Covert the unit square to shifted parallelogram using x-direction shear transformation operation where parameter $sh_x = 1/2$ and $Y_{ref} = -1$ and unit square dimensions are (0, 0), (1, 0), (0, 1) and (1, 1). 6
- Q.4 (a) Prove that transformation matrix for the rotation about an arbitrary axis can be expressed as the composition of following seven individual transformations 8
- $$R(\theta) = T^{-1} \cdot R_x^{-1}(\alpha) \cdot R_y^{-1}(\beta) \cdot R_z(\theta) \cdot R_y(\beta) \cdot R_x(\alpha) \cdot T$$
- (b) List the advantages of the B-splines over the Bezier splines and explain the B-spline curves properties. 6
- OR