

## Third Semester MCA Degree Examination, Dec.2019/Jan.2020 Computer Graphics

Time: 3 hrs. Max. Marks: 100

Note: Answer any FIVE full questions.

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1	a.	What is OpenGL? Describe OpenGL related libraries and header files.	(05 Marks)
	b.	Explain OpenGL point and line functions with examples.	(07 Marks)
	c.	Differentiate absolute and relative coordinate specification.	(02 Marks)
	d.	Explain OpenGL functions to set display callback routine and to display initial g	graphics, to
		the display window.	(06 Marks)
2	a.	Explain briefly the procedure for DDA line drawing algorithm.	(06 Marks)
	b.	Explain Midpoint circle algorithm deriving the decision parameter and given rac	lius $r = 10$ .
			(09 Marks)
	c.	Explain boundary-fill algorithm in brief.	(05 Marks)
3	a.	Explain 2D translation, rotation, reflection and scaling.	(10 Marks)
	b.	What is composite transformation? Show that composition of 2 scaling is multipli	cative.
			(05 Marks)
	c.	Explain Pivot-point Rotation with example.	(05 Marks)
4	a.	Explain OpenGL geometric transformation functions and Matrix operations in bri	ef.
			(07 Marks)
	b.	Explain 3D Rotation about all axis.	(05 Marks)
	C.	Write a program to create [without using built in function] a square by implement	enting shear
		algorithm along i) x-axis ii) y-axis.	(08 Marks)
5	a.	Explain Liang-Barsky line clipping algorithm.	(10 Marks)
	b.	What is polygon clipping? Explain the algorithm for convex polygon fill area cl	ipping with
		example.	(10 Marks)
6	a.	Explain 3D viewing pipeline.	(05 Marks)
	b.	Explain depth curing, surface Rendering in 3-dimensional viewing.	(05 Marks)
	c.	Derive the 3-dimensional transformation matrices from world to viewing coordin	ate.
	1		(10 Marks)
			(10 Morks)
7	a.	Derive Oblique parallel projection matrix.	(10 Marks)
	b.	Derive perspective projection transformation matrix.	(10 Marks)
		WI I D I II A D D view its a susting and available its proportion	(10 Morks)
8	a.	What is Bezier spline curve? Derive its equation and explain its properties.	(10 Marks)
	b.	Explain the following:	
		i) Design an animation sequence	(10 Mawks)
		ii) Traditional animation techniques.	(10 Marks)

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