



Sixth Semester B.E. Degree Examination, Dec.09/Jan.10
Computers Graphics and Visualization

Time: 3 hrs.

Max. Marks:100

Note: Answer any FIVE full questions, selecting at least TWO questions from each part.

Part – A

1. a. Explain the graphics system, with a diagram. (08 Marks)
 b. With a neat block diagram, explain the graphics pipeline architecture. (12 Marks)

2. a. List out different open GL primitives, giving examples for each. (08 Marks)
 b. Write an open GL recursive program for 3D Sierpinski Gasket, with relevant comments. (12 Marks)

3. a. Differentiate event mode with request mode. (04 Marks)
 b. Describe logical input operation of picking in selection mode. (06 Marks)
 c. Write an open GL program to draw a rectangle and move the rectangle to the need position centered at mouse cursor. (10 Marks)

4. a. List the geometric objects and associated operations in affine space. (06 Marks)
 b. Explain the procedure involved in transforming the world frame to camera / eye frame, with an example. (08 Marks)
 c. How is the affine transformation advantageous in open GL? (06 Marks)

Part – B

5. a. What is a homogeneous co-ordinate system? Using this co-ordinate system, represent all the basic 2D transformations. (12 Marks)
 b. Write an open GL program to rotate a cube about x, y and z axes. Use mouse buttons to select axis of rotation. Use glRotatef() function. (08 Marks)

6. a. Derive the projection matrices for perspective viewing. (12 Marks)
 b. Explain gluLookAt function. (04 Marks)
 c. Write a note on hidden surface removal. (04 Marks)

7. a. Give the different classification of light material interactions. How are these supported in open GL? (08 Marks)
 b. Describe Phong Lighting Model. (12 Marks)

8. a. Write Liang Barsky line clipping algorithm. (10 Marks)
 b. Explain Bresenham's line rasterization algorithm. (10 Marks)

* * * * *