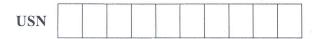
(20 Marks)



Geometry pipeline Fragment processing

Sixth Semester B.E. Degree Examination, June/July 2019

Computer Graphics and Visualization

Time: 3 hrs. Max. Marks: 100

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

at least TWO questions from each part.			
1	a.	PART – A What is computer graphics? List the applications and explain any two of them. Explain any three components of combine system with a past discrement.	(07 Marks)
	b.	Explain any three components of graphics system with a neat diagram.	(06 Marks)
	C.	Explain the imaging system of camera of pin hole.	(07 Marks)
2	a.	List API Graphics functions and explain any four of them.	(10 Marks)
4	b.	Explain Indexed colour model with relevant diagram.	(08 Marks)
	c.	What is Aspect ratio?	(02 Marks)
	C .	what is Aspect ratio:	(02 Marks)
3	a.	Explain the various logical input devices with its functionalities.	(10 Marks)
5	b.	What is measure process and device trigger? Explain the different input r	
	0.	diagram.	(10 Marks)
			(101/11/11/11/11/11/11/11/11/11/11/11/11/
4	a.	Mention different frames of openGL.	(03 Marks)
_	b.	Explain modeling a color cube in detail.	(08 Marks)
	c.	Explain affine transformations.	(09 Marks)
PART - B			
5	a.	Explain any three transformations of Homogeneous coordinates.	(09 Marks)
	b.	What is concatenation transformation? Explain rotation about a fixed point.	(09 Marks)
	C.	Mention the advantages of quaternion.	(02 Marks)
6	a.	Explain the different views of computer graphics with diagram along with it	s functions
		available in openGL.	(12 Marks)
	b.	Explain the Hidden surface removal algorithm with the significance of depth or Z	
			(08 Marks)
7		Explain types of surfaces considered while interacting light with materials.	(06 Mayles)
/	a.	Describe any 3 light sources in brief.	(06 Marks) (06 Marks)
	b.°	Explain the Phong Lighting model.	(08 Marks)
	С.	Explain the Fhong Eighting model.	(00 Marks)
8		Write short notes on any four of the following:	
U	a.	Cohen-Sutherland clipping	
	b.	Rasterization	
	c.	Bresenham's algorithm	
	d.	Antialising	

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