

N.B:

- Please check whether you have got the right question paper
1. Question No.1 is compulsory.
 2. Solve any four from Question 2 to Question 7.
 3. Use of non-programmable calculators allowed.
 4. Mixing of sub-questions is not allowed.

1. (a) Discuss the implementations issues of Sutherland Hodgeman and polygon clipping Algorithm. **10**
(b) How region filling algorithms are developed for polygons and curved boundary objects? **10**
2. (a) Compare and contrast Parallel and perspective projections. **08**
(b) Write the matrices for following transformations **07**
 - i) Rotation about a pivot point
 - ii) Scaling wrt a fix point
 - iii) Translation
 - iv) X-Y shear
 - v) reflection about X axis
 - vi) Reflection about a line L
 - vii) Translation matrix
3. (a) Perform Histogram Equalization on the given image and draw the original as well as Equalized Histogram. **08**

Gray Level	0	1	2	3
Number of pixel	70	20	7	3

- (b) What is visible surface detection? Differentiated between Z-buffer A-buffer algorithms of visible surface detection. **07**
4. (a) Find out the final co-ordinates of a figure bounded by the co-ordinates (1,1), (3,4), (5,7), (10,3) when rotated about a point (8,8) by 300 in clockwise direction and scaled by two units in x-direction and three units in y-direction. **08**
(b) What is fractal? What are different types of fractals? Explain the Kotch curve in brief. **07**
5. (a) Derive Bresenham's line drawing algorithm. **08**
(b) Clip the Lines AB and GH against the window lower left (-3,1) and upper right (2,6) using Cohen Sutherland algorithm. (Lines end points A(-4,2) B(-1,7) G(1,-2) H(3,3)) **07**
6. (a) Define window and viewport. Derive the window to viewport transformation. **08**
(b) Rasterize the circle having $r=10$ in first quadrant. **07**
7. (a) Compare and contrast Raster Scan System and Random-Scan Systems **07**
(b) Prove: Two successive Rotations are additive **08**
Two successive scaling are multiplicative