

S4IT
①

(Time: 2½ hours)

Total Marks: 75

- N. B.: (1) All questions are **compulsory**.
 (2) Make **suitable assumptions** wherever necessary and **state the assumptions made**.
 (3) Answers to the **same question** must be **written together**.
 (4) Numbers to the **right** indicate **marks**.
 (5) Draw **neat labeled diagrams** wherever **necessary**.
 (6) Use of **Non-programmable** calculators is **allowed**.



1. **Attempt any three of the following:** 15
- What is computer graphics? Explain computer graphics applications and software.
 - Explain the operation of CRT with a neat labelled diagram.
 - Distinguish between raster scan display device and random scan display device.
 - Consider a line AB with A= (0, 0) and B= (-5,-5). Apply a simple DDA algorithm and calculate the pixels on the line.
 - Explain the acceptance and rejection test using bit codes in Cohen-Sutherland line clipping algorithm. List the steps of the algorithm and give suitable example to explain the concept.
 - Explain Liang-Barsky algorithm for clipping a line and also find the clipping coordinates for a line PQ where P=(10,10) and Q=(60,30), against window with $(x_{wmin}, y_{wmin})=(15,15)$ and $(x_{wmax}, y_{wmax})=(25,25)$.
2. **Attempt any three of the following:** 15
- Describe transformations and matrices in detail.
 - Using homogeneous coordinate transformation matrix, rotate the triangle ABC with A=(2, 3), B= (5, 5), and C= (4, 3) by an angle 45° about the point (1, 1).
 - Write a short note on reflection through an arbitrary line in brief.
 - Shear a unit cube situated at origin with a shear transformation matrix:
- $$T_{shear} = \begin{bmatrix} 1 & -0.85 & 0.25 & 0 \\ -0.75 & 1 & 0.7 & 0 \\ 0.5 & 1 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$$
- Define vanishing point and also explain vanishing point in different perspective projection in detail.
 - What is meant by view volume? Explain it with different types of projections.
3. **Attempt any three of the following:** 15
- Explain with neat labelled diagram stages in 3D viewing pipeline.
 - Explain different coordinates systems and matrices in detail.
 - What is light? Explain Radiometry in brief.
 - Explain different properties of Bidirectional Reflectance Distribution Function (BRDF).

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- e. Explain any two color spaces in detail.
- f. Write a short note on chromatic adaptation.

4. Attempt **any three** of the following: 15

- a. Write a short note on back face removal technique.
- b. What is meant by BSP trees? Explain algorithm for construction of it with example.
- c. Explain visible surface ray tracing in brief with neat labelled diagram.
- d. Explain parametric representation of hyperbola.
- e. Explain implicit and explicit curve representation in detail.
- f. Explain Bezier Surfaces in detail and state it's any five properties.

5. Attempt **any three** of the following: 15

- a. What is an animation? Explain any two principles of animation in detail.
- b. Explain procedural techniques in brief.
- c. Explain different types of deformation in detail.
- d. What is an Image? Explain any five image formats.
- e. Distinguish between lossy and lossless compression.
- f. Explain the concept of histogram equalization. Equalize the following histogram for L=8.

Gray Level	0	1	2	3	4	5	6	7
No. of pixel	790	1023	850	656	329	245	122	81