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Question Paper Code : 20468

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2012.

Seventh Semester

Computer Science and Engineering

CS 2401/CS 71 — COMPUTER GRAPHICS

(Regulation 2008)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is the major difference between symmetrical DDA and simple DDA?
2. What is the use of clipping?
3. Differentiate parallel projection from perspective projection.
4. Define viewing.
5. What are subtractive colors?
6. What do you mean by temporal aliasing?
7. Define shading.
8. What is texture?
9. Define fractals.
10. What is Julia sets?

PART B — (5 × 16 = 80 marks)

11. (a) Explain about Bresenham's circle generating algorithm.

Or

- (b) Write about Cohen-Sutherland's line clipping algorithm.

12. (a) Explain about 3D object representations.

Or

- (b) Explain about 3D transformations.

13. (a) Compare and contrast between RGB and CMY color models.

Or

- (b) Discuss about the methods for drawing 3D objects and scenes.

14. (a) Explain about shading models.

Or

- (b) How do you create shaded objects and draw shadows? Explain.

15. (a) Explain the following

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|------------------------|-----|
| (i) Peano curves | (5) |
| (ii) Mandelbrot sets | (5) |
| (iii) Random fractals. | (6) |

Or

- (b) Write notes on the following

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|-----------------------------------|------|
| (i) Ray tracing | (6) |
| (ii) Reflection and transparency. | (10) |