B. Tech. Degree V Semester Examination, November 2009

ME 503 COMPUTER GRAPHICS

(1999 Scheme)

Time:	3 Hours	Maximum M	arks:	100
I.	(a)	Describe the organization of a 3-bit plane frame buffer and the possible colour		
		combinations. Illustrate the use of look up tables.		(10)
	(b)	Discuss about various graphic input devices.		(10)
		OR		
II.	(a)	Distinguish between vector and raster graphics display and suggest application		(1.0)
	<i>a</i> >	areas for each of them.		(10)
	(b)	Discuss the different types of display devices.		(10)
III. `	(a)	Distinguish between geometric transformation and co-ordinate transformation		
	•	with a suitable example.		(10)
	(b)	Find the transformation to perform 45° rotation of triangle A(0,0), B(1,1), C(5,2)		
		about the point P(-1,-1).		(10)
		OR		` '
IV.	(a)	Find the transformation matrix for reflection about a line 'L' with slope 'm' and		
	` `	'y' intercept (0,6).		(12)
•	(b)	Briefly explain instance transformations.		(8)
v.	(a)	Prove that rotation about two axes are not commutative.		(10)
	(a) (b)	Derive the transformation matrix required for oblique projection onto the xy plane.		(10)
	(0)	OR		(10)
VI.	(a)	Derive the transformation matrix for rotation about any arbitrary axis in space.		(12)
	(b)	Briefly explain any two techniques for generating perspective views.		(8)
VII.	(a)	What are the advantages of parametric representation in comparison with		
¥ 11.	(a)	non-parametric representation for curves?'		(10)
	(b)	Comment on Cubic Splines and parabolic blending functions.		(10)
-	(0)	OR		(10)
VIII.	(a)	Show that the n th degree B-spline basis function Bi, n (x) satisfy		
	• •	Bi, $n(x) = 0$ if $x < t_i$ or $x > t_{i+n+1}$.		(12)
	(b)	Briefly explain Spline interpolation.		(8)
IX.	(a)	Explain the need for piecewise surface representation. Discuss ruled and		
IA.	(4)	developable surfaces.		(12)
	(b)	Explain the interpolation of surface patches.		(8)
	(-)	OR		(-)
X.		Write short notes on:		
		(a) Curve filling and curve fairing		
		(b) Surface of revolution		
		(c) Bezier surfaces		
		(d) Quadric surfaces. ((4 x 5 =	= 20)
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