B.Tech. Degree VI Semester Examination, April 2008

CS 603 COMPUTER GRAPHICS
(2002   Scheme)

Time: 3 Hours   Maximum Marks: 100

I	a)	Differentiate between Raster Scan Systems and Random Scan Systems.	(10)
	b)	Explain the Midpoint Circle Algorithm.	(10)

OR

II	a)	Explain the logical classification of Input Devices..	(10)
	b)	Explain Bresenham's Line Drawing Algorithm with a suitable example.	(10)

III	a)	Explain basic 2D transformations.	(10)
	b)	Explain Cohen Sutherland Line Clipping Algorithm with a suitable example.	(10)

OR

IV	a)	Explain the transformations with examples.	
		i) Reflection	
		ii) Shear	(10)
	b)	Explain Sutherland Hodgemen Polygon Clipping with example.	(10)

V	a)	Explain the parametric and geometric continuity conditions of spline.	(10)
	b)	Explain the basic 3D transformations.	(10)

OR

VI	a)	Explain Bezier curves and surfaces.	(10)
	b)	Explain Fractal Geometry methods.	(10)

VII	a)	Explain Depth-Buffer method.	(10)
	b)	Explain Scan-Line method.	(10)

OR

VIII	a)	Explain Area Sub Division Method.	(10)
	b)	Differentiate between BSP Trees and Octrees.	(10)

IX	a)	Explain Gouraud Shading Method.	(10)
	b)	Write a short note on VRML.	(10)

OR

X	a)	Write *short notes* on :	
		i) XYZ Color Model	
		ii) RGB Color Model	(10)
	b)	Write a short note on Morphing.	(10)

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