GUJARAT TECHNOLOGICAL UNIVERSITY

BE - SEMESTER-VI- EXAMINATION - SUMMER 2016

Subject Code:160703 Subject Name:Computer Graphics			Date:09/05/2016	
Tin	ne: 1 ructio 1. 2.	0:30 AM to 01:00 PM	Total Marks: 70	
Q.1	(a) (b)	Explain the following terms: 1. Scan Conversion 2. Resolution 3. Pix 4. Viewing 5. Pixmap 6. PHIGS 7. Cli Derive and explain DDA line drawing algorithm.	vel opping 07	
Q.2	(a) (b)	, 1		
	(b)	Write the applications of Computer Graphics.	07	
Q.3	(a)	Derive and explain Mid-Point circle drawing algorithm.	07	
	(b)	Write and explain Cohen-Sutherland line clipping algorithm OR	. 07	
Q.3	(a) (b)	Explain basic 2D transformation methods. Explain inside-outside tests.	07 07	
Q.4	(a) (b)	Write properties of Bezier curve. Prove that successive 2D translations are additive. OR	07 07	
Q.4	(a) (b)	Explain 3D rotations with example. Compare RGB and CMY color models.	07 07	
Q.5	(a) (b)	Write a C program to generate simple 2D scaling. Explain Z-buffer algorithm.	07 07	
Q.5	(a) (b)	OR Explain any two 3D display methods. Write a C program to implement flood fill algorithm.	07 07	
