Time: 3 Hours   Max. Marks: 75

Answer any five questions
All questions carry equal marks
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1.a) Write Bresenham's line drawing algorithm and explain with suitable example.
  b) Describe about different video-display devices.   [7+8]

2.a) Explain about Bresenham's ellipse drawing algorithm.
  b) Describe about scan line polygon filling algorithm.   [8+7]

3.a) Summarize about Translation and scaling in 2-D geometrical transforms.
  b) Write about Cohen-Sutherland line clipping algorithm with an example.   [7+8]

4.a) Describe about viewing coordinate reference frame with an example.
  b) Determine the rotation of a straight line $(x1,y1)$ to $(x2,y2)$ with respect to the point $(1, 2)$.   [8+7]

5.a) Compare polygon surfaces with quadric surfaces.
  b) Describe about different polygon rendering methods.   [7+8]

6.a) Describe about 3-D objects representation using B-spline curves.
  b) Compare the different illumination models.   [8+7]

7.a) Describe about 3-D rotations with suitable examples.
  b) Describe about composite transformations and its matrices.   [7+8]

8.a) Explain about design of animation sequence with an example.
  b) Describe about different motion specification methods.   [7+8]

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