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B.Tech.(CSE) (Sem.-5) COMPUTER GRAPHICS Subject Code : CS-309 Paper ID : [A0468]

Time: 3 Hrs.

Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :

- 1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
- 2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
- 3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

- l. Write briefly :
 - a) Describe point clipping.
 - b) What is a vanishing point?
 - c) Why are transformations required?
 - d) List different types of visible surface algorithms.
 - e) Write down any two lines attributes.
 - f) Differentiate window and view port.
 - g) What are spline curves?
 - h) Fractals.
 - i) What is a shadow?
 - j) List the various input devices for graphics.

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SECTION-B

- 2. Explain the midpoint Ellipse drawing algorithm.
- 3. Differentiate oblique and orthogonal projections.
- 4. What is the rotation transformation about the point (x, y)?
- 5. Write short notes on (**any two**)
 - a) Raytracing
 - b) Gourard and Phong shading
 - c) Bezier curves
- 6. Describe boundary filling algorithm with a suitable example.

SECTION-C

- 7. Give Bresenham's line drawing algorithm. Explain with suitable example.
- 8. Differentiate between :
 - a) Raster and Random Scan.
 - b) Parallel and Perspective Projections.
- 9. Explain in detail the Cohen-Sutherland line clipping algorithm with an example.