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Sixth Semester B.E. Degree Examination, July/August 2022

Computer Graphics and Visualization

Nime: 3 hrs... Max. Marks:100

Note: Answer any FIVE full questions, selecting at least TWO questions from each part.

PART - A

- a. Explain the concept of pinhole camera of an imaging system. Also derive the expression for angle of view. (10 Marks)
 - b. Discuss the graphics pipeline architecture with the help of a functional schematic diagram.
 (10 Marks)
- 2 a. Explain the openGL primitives and attributes with examples. (06 Marks)
 - b. Explain the Aspect ratio and viewports with respect to OpenGL. (04 Marks)
 - c. Explain a 2D Sierpinski gasket program in detail with comments. (10 Marks)
- 3 a. Explain all three input modes with relevant figures. (09 Marks)
 - b. Describe the importance of display lists. Explain the OpenGL functions used to define and execute a display list with a suitable example. (07 Marks)
 - c. Discuss the functionality of Display Callback (glutDisplayFunc()) and Idle Callback (glutpostRedisplay()). (04 Marks)
- 4 a. List and explain different Frames in OpenGL. (06 Marks)
 - b. Explain how to define Vertex Arrays and color Arrays to store vertex and color values.

 (07 Marks)
 - c. Explain Affine transformations. (07 Marks)

PART - B

- 5 a. What is concatenation transformation? Explain rotation about a fixed point. (08 Marks)
 - Explain how quaternions are used in rotation in a three-dimensional space, also list some of its advantages.
- 6 a. Explain the various types of views that are employed in computer graphics systems.
 - (10 Marks)
 Explain glFrustrum() with syntax. (06 Marks)
 - c. Define the term Axonometric projection, also list its types. (04 Marks)
- 7 a. Explain 3 types of light-material interactions with figures. (06 Marks)
 - b. Describe point sources and spotlight sources with figures. (06 Marks)
 - c. Describe Phong Lighting Model.

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 (08 Marks)
- 8 a. Explain Cohen-Sutherland line clipping algorithm in detail. (10 Marks)
 - b. Explain Hidden-surface Removal using Object Space and Image Space approaches.
 (10 Marks)

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