No. of Printed Pages : 3

## M.Sc. (MATHEMATICS WITH APPLICATIONS IN COMPUTER SCIENCE)

## M.Sc. (MACS)

87700

**Term-End Examination** 

## **June, 2015**

## **MMTE-004 : COMPUTER GRAPHICS**

Time :  $1\frac{1}{2}$  hours

Maximum Marks : 25 (Weightage : 50%)

**MMTE-004** 

- Note: Question no. 1 is compulsory. Attempt any three questions from questions no. 2 to 5. Use of calculator is **not** allowed.
- 1. State whether the following statements are *true* or *false*. Justify your answer with the help of a short proof or a counter example.  $5\times 2=10$ 
  - (a) Two successive reflections about an axis do not change the original object position.
  - (b) Persistence is the time it takes the emitted light from the screen to decay to one-tenth of its original intensity.
  - (c) A circle always remains a circle after perspective projection.

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(d) If the sequence of commands are :

glColor3f(1, 1, 1) glColor3f(0, 1, 0) glVertex3f(1, 1, 1) glVertex3f(2, 2, 2)

then the Color of the Vertex(1, 1, 1) is a mixture of red, green and blue.

- (e) Resolution of CRT is dependent on its physical dimensions (height and width).
- 2. (a) Indicate which raster location would be chosen by DDA algorithm when scan is converting a line from pixel co-ordinate (0, 0) to pixel co-ordinate (4, 6). Do three iterations only.
  - (b) Distinguish between the following :

2

 $\mathbf{2}$ 

3

3

- (i) Seed fill algorithm and Boundary fill algorithm.
- (ii) Active matrix LCD and Passive matrix LCD.
- (a) Find a transformation matrix to scale the square ABCD, A(0, 0), B(3, 0), C(3, 3), D(0, 3), three units in x-direction and three units in y-direction.
  - (b) Find a matrix for parallel projection onto the plane 3x + y + 4z + 1 = 0 using an orthographic projection.

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- 4. (a) A polygon is given with vertices in the order (10, 0), (20, 30), (30, 0), (40, 30), (30, 60), (0, 60). Prepare an initial sorted edge list for scan lines polygon fill method. Also write down the active edge list for the scan lines y = 10 and y = 50.
  - (b) Using Liang Barsky line clipping algorithm, clip a line segment with end points (3, 7), (3, 10), against a clipping window having corners (1, 2), (9, 2), (9, 8), (1, 8).
- 5. Find the equation of the Bezier curve having the points (0, 0) and (-2, 1) as the end controlled points and points (7, 5) and (2, 0) as the intermediate controlled points.

5

2

3

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