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MMTE-004

**M. Sc. (MATHEMATICS WITH
APPLICATIONS IN COMPUTER
SCIENCE) [M. Sc. (MACS)]**

Term-End Examination

June, 2022

MMTE-004 : COMPUTER GRAPHICS

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

Maximum Marks : 25

(Weightage : 50%)

Note : (i) *Question No. 1 is compulsory.*

(ii) *Attempt any **three** questions out of question no. 2 to 5.*

(iii) *Use of calculator is not allowed.*

1. State whether the following statements are true *or* false. Justify your answers with a short proof or a counter-example : $5 \times 2 = 10$

(a) Image aspect ratio is same as its resolution.

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- (b) Boundary fill algorithm is suitable for regions with boundary having more than one colour.
- (c) For a given line segment, the Cohen-Sutherland line clipping algorithm checks first for its trivial rejection, and then tests for its trivial acceptance.
- (d) The reflection about the line $y = x$ is attained by reversing x, y coordinates.

- (e) The matrix $\begin{bmatrix} \frac{\sqrt{3}}{2} & -\frac{1}{2} \\ \frac{1}{2} & \frac{\sqrt{3}}{2} \end{bmatrix}$ represents a rotation.

2. (a) Reflect the pyramid A (1, 0, 0), B (0, 1, 0), C (0, 0, 1) and D (0, 0, 0) about XY-plane.

- (b) Use the Cohen-Sutherland algorithm to clip the line $P_1 (70, 20)$ and $P_2 (100, 10)$ against a rectangular window with lower left corner $(50, 10)$ and upper right hand corner $(80, 40)$. 3
3. (a) Perform a 45° rotation of the triangle $A (1, 0)$, $B (0, 1)$ and $C (1, 1)$. 2
- (b) Let origin be the centre of projection. Find the perspective projection when the plane passes through the point $(2, 3, -1)$ and has normal vector $(1, 1, 1)$. 3
4. (a) Explain the midpoint circle generation algorithm and demonstrate it for a circle of radius $r = 8$ with centre at the origin, upto three iterations. 3
- (b) Explain Bresenham's line generation algorithm and trace the algorithm for a line segment with vertices $(10, 12)$ and $(15, 15)$. 2

5. (a) Let $P(t)$ be the Bezier cubic curve defined on the interval $[0, 1]$ with control points $P_0 (0, 0)$, $P_1 (6, 10)$, $P_2 (10, 10)$, $P_3 (20, 0)$. Find $P(t)$. 3
- (b) Write two differences between parallel projection and perspective projection. 2