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Pape	er Code & Roll No	o. to be filled in your Answer Book
	Roll No.	a divinition (i
	B. Tec	ch. III Year (V Sem.)
	Odd Sen	nester Examination-2015
	COM	MPUTER GRAPHICS
Time : 3 Hours]		[Maximum Marks:10
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Atte	mpt any Four	to lo matherala autor la motivio (4X5=20
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Write short note on: mer Code a light No. to be tilled in your Arraw i) Interleaving. Display file structure. Odd Semeder Fxamination 2015 Answer any Four What is the difference between polygon relative and 1. polygon absolute algorithm of entering polygon? Write short note on: Polygon representation. What are the critera that should by satisfied by Polygon entering. What is morphing? Write a procedure for creating, deleting and renaming segments. Describe the structure of segment table in detail. 5. TCS-501 / 1860 (2)

Perform a 3-D vollet TINU can arbitrary axis Cav

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Answer any Two

(2x10=20)

- (i) Reflect the polygon (-1,0), (0,-2), (1,0) and (0,2) about the line y=2 by using transformation matrics.
 - (ii) Show that the composition of two rotations is additive by concatenating the matrix representations for R(?1)*R(?2) = R(?1+?2).
- What is window- to- view point co-ordinate transformation? What are issues related to multiple windowing?
- Give the explicit from the 3*3 matrix representing the transformation scaling by a factor of 2 in x-direction and then rotating about(2,1).

UNIT-IV

How will you modelthing dimensional olfs, is an

streige in draw 3D objects

Answer any Two(2x10=20)

 Using the origin as the centre of projection, derive the perspective projection onto the plane passing through the point R0(x0, y0, z0) and having the normal vactor N=n1i+n2j+n3k.

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- Perform a 3-D rotation about an arbitrary axis. Give matrices in homogeneous co-ordinates for each step in operation.
- Find a matrix for parallel projection onto the plane 3x+y+4z+1=0 when
 - a) An orthographic projection is used.
 - b) An oblique projection is used.

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the forms for What are issues related to multiple

Answer any Two(2x10=20)

- 1. Discuss the following:
 - i) Basic ONPELGL operations.
 - ii) Methods to draw 3D objects.
- How will you model three dimensional objects and scenes in OENGL. Explain with an example code.

VI-TIMU

 Define animation sequence. What are the various steps involved in animation sequence? Describe.

(4)

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- Jen linesinevi