

Roll No. ....

Total Pages : 02

BT-7/D-18

37148

COMPUTER GRAPHICS AND ANIMATION  
CSE-403-N

Time : Three Hours]

[Maximum Marks : 75

- ( **Note :** Attempt *Five* questions in all, selecting at least *one* question from each Unit. All questions carry equal marks.

Unit I

1. (a) Explain DDA line drawing algorithm and explain it with an example. 10  
(b) Write a short note on display devices. 5
2. Derive Bresenham's circle drawing algorithm and explain it with an example. 15

Unit II

3. (a) Discuss window to view point transformation. 8  
(b) How scaling is done in 2-D transformation ? Show it with an example. 7
4. Explain 3-D translation and rotation with example. 15

### Unit III

5. Explain Cohen-Sutherland line clipping algorithm with example. 15
6. What do you mean by projection. ? Explain parallel and perspective projection in detail. 15

### Unit IV

7. Explain the following :
  - (a) Properties of Beizer curves
  - (b) Geometric continuity conditions. 15
8. What do you mean by hidden surface elimination ? Explain depth buffer algorithm with an example. 15