

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

Scheme for Valuation/Answer Key

Scheme of evaluation (marks in brackets) and answers of problems/key

SEVENTH SEMESTER B.TECH DEGREE EXAMINATION, DECEMBER 2018

Course Code: CS401

Course Name: COMPUTER GRAPHICS

Max. Marks: 100

Duration: 3 Hours

PART A

Answer all questions, each carries 4 marks.

		Marks
1	Aspect ratio – 2 marks, Resolution – 2 marks.	(4)
2	Flood fill algorithm – 4 marks	(4)
3	Compute the end points of dashes and plot it using line drawing algorithm Another method is to display the line segment and then change at regular interval to background colour.-(Give marks accordingly if the question is attempted by students to write any line drawing method)	(4)
4	(a) Reflection about the line $x=y$ is $x'=y$ and $y'=x$ - 1marks (b) Translate A to origin, Rotate about origin, Retranslate to original A - 3marks	(4)
5	Vertex Table (1 mark) , Edge Table (1 mark), Polygon Surface Table (1 mark), Illustration (1 mark)	(4)
6	All-or-none string clipping – 1 mark, all-or-none character clipping – 1 mark, Clip the components of individual chars (line clipping, individual pixel clipping) – 2 marks. Illustration – 2 marks-	(4)
7	Parallel projections – orthographic(multiview, axonometric (isometric, dimetric, trimetric)) – 2, oblique (cavalier, cabinet). Main point only. - 2marks	(4)
8	Correlation operations – 2 marks Convolution operations – 2 marks	(4)
9	Z-buffer algorithm for hidden surface removal – 4 marks	(4)
10	Neighbours – 1, Adjacency -1, Connectivity – 2 marks.	(4)

PART B

Answer any two full questions, each carries 9 marks.

11	a) Random scan system block diagram – 2 mark Explanation – 4 marks	(6)
	b) Beam penetration CRT- 3 marks.	(3)



- 12 a) midpoint circle drawing algorithm (4 marks) (4)
b) Finding points in an octant w.r.t. origin - (4 marks) (5)
The points w.r.t. center (50, 30) are : - (1 mark)
(No need to find all points using 8-way symmetry)
- 13 a) No – (1 mark). Justification – (1 mark) (2)
b) Working of light pen(3 marks) (3)
c) Scan line algorithm for filling polygon – 4 marks (4)

PART C

Answer any two full questions, each carries 9 marks.

- 14 a) Drawing Line Segment with window-1 mark (6)
Cohen Sutherland algorithm illustration-3 marks
End points of visible segment -2 mark
- b) Equation for window to viewport transformation -3 marks (3)
- 15 a) Steps – 6 marks (9)
Deriving the composite matrix – 3 marks
- 16 a) Sutherland Hodgeman polygon clipping algorithm– 5 marks (5)
b) Draw the figure. (1) Translate the intersection point B(0,b) to origin -T1(2) (4)
Rotate by (-theta) degree so that line L aligns with x axis -R1(3) Mirror
reflect about the x-axis.-M1 (4) Rotate back theta degree -R2 (5) Translate
B' back to (0,b)-T2. Transformation Matrix $M = T2.R2.M1.R1.T1$

PART D

Answer any two full questions, each carries 12 marks.

- 17 a) Scan line algorithm – 5 marks (7)
Different data structures used – 2 marks
- b) By subdividing the surfaces into two distinct surfaces. (2)
- c) Data for each surface includes – RGB intensity components, percentage of (3)
transparency, depth, percentage of area coverage, surface identifier, other
surface rendering parameters, pointer to next surface.
- 18 a) Fundamental steps in image processing – Image acquisition, image (8)
enhancement, image restoration, colour image processing, wavelets and
multi-resolution processing, compression, morphological processing,
segmentation, object recognition, representation and description – 6 marks
Diagram – 2 mark
- b) - Subtract a from each gray level to make the range become 0 to b-a (4)

- Multiply the result by $(d-c)/(b-a)$ to make the range 0 to $d-c$
- Add c to the result from step 2 to obtain the range c to d .

$$g_2(x,y) = (d-c)/(b-a) * (g_1(x,y) - a) + c \quad [1 \text{ mark for each step} + 1 \text{ mark for final expression}]$$

- 19 a) Robert's – 2 marks, Prewitt's – 2 marks, Sobel's – 2 marks (6)
- b) Derivation of transformation equations – 3marks, Transformation matrix in homogeneous co-ordinates – 1mark. (6)

Equation when view plane is uv plane - 1mark

Equation when projection reference point is viewing co-ordinate origin- 1mark

