

Code: CS6T3

III B.Tech - II Semester – Regular Examinations – May 2017

**COMPUTER GRAPHICS
(COMPUTER SCIENCE & ENGINEERING)**

Duration: 3 hours

Max. Marks: 70

PART – A

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1.

- a) Define pinhole camera.
- b) Define Rasterization.
- c) What is fragment processing?
- d) Write about Keyboard events.
- e) What is the measure of input device?
- f) Define translation.
- g) Define homogeneous coordinate.
- h) Define Oblique projections.
- i) Define projection normalization.
- j) Explain flood filling algorithm.
- k) Define Geometry processing.

PART – B

Answer any *THREE* questions. All questions carry equal marks.

3 x 16 = 48 M

2. a) Discuss in detail about imaging systems. 8 M

b) Write short note on OpenGL API. 8 M

3. Illustrate animating interactive programs. 16 M

4. Explain in detail about concatenation of transformation. 16 M

5. a) Illustrate OpenGL Perspective transformation. 8 M

b) Discuss about computer viewing. 8 M

6. a) Explain Cohen Sutherland line clipping algorithm. 8 M

b) Explain clipping in three dimensions. 8 M