Code No: R1622121 **R16** SET - 1

II B. Tech II Semester Regular/Supplementary Examinations, November - 2020
COMPUTER GRAPHICS
(Information Technology)

Time: 3 hours Max. Marks: 70

Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B)**
2. Answer **ALL** the question in **Part-A**
3. Answer any **FOUR** Questions from **Part-B**

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PART –A

1.	a)	Explain text clipping.	2M
	b)	What are the advantages of B spline over Bezier curve?	3M
	c)	What ate key frame systems?	2M
	d)	What is Gauraud shading.	3M
	e)	What is fractal dimension?	2M
	f)	Define environment array?	2M

PART -B

2.	a)	Explain the following reflection in brief? (i) Reflection of an object about the x axis (ii) Reflection of an object about the y axis Reflection axis as the diagonal line y = x	7M
	b)	Explain the working of the Sutherland - Hodgeman algorithm for polygonal clipping with the help of suitable example.	7M
3.	a)	Illustrate 3d scaling with examples?	7M
	b)	Explain the process of generating curves and surfaces using Hermite method.	7M
4.	a)	Discuss about the luminosity function of three primary colors.	7M
	b)	Explain the procedure for drawing three dimensional scenes.	7M
5.	a)	Compare and contrast between flat and smooth shading models with necessary examples.	7M
	b)	Write the characteristics of the following illumination parameters. i) Diffuse refection ii)Specular reflection and ii). Refraction.	7M
6.	a)	Discuss the classification of Fractals.	7M
	b)	Describe the Creation of images by iterated functions.	7M
7.		Write short notes on a) Ray tracing b) Boolean operations on Objects	14M

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