567 2 27	[5252]-567	P.T.O.
(c) Write a note on Phong Reflection Model. [4]	(c	mathematical foundation of it. [6]
(b) Explain Gaurad Shading algorithm. [4]	()	ving algorithm. Also expla
[5]		Compare it Cohen-Sutherland Clipping.
(a) Explain Binary Space Partitioning Algorithm with example.	6. (2. (a) Explain Sutherland-Hodgeman algorithm for polygon clipping.
Or Or		Or Or and of the state of the s
(b) Explain and compare point source and diffuse illumination. [5]		(b) Explain Bresenham algorithm for line drawing. Write advantages
(a) Explain Backface Detection and removal. [4]	5. (0	(4) Generalised Clipping.
9/2		(3) Polygon filling with pattern
(c) Explain 3D viewing transformation. [4]	6	(2) Winding Method
Explain rotation about an arbitrary point in 2D.	` ~	(1) Display file structure
		1. (a) Explain the following terms with examples (one three) . [6]
(a) Describe segment and explain any three operations carried out	4. ((Q. 7 or Q. 8.
Or 1 00		(iii) Attempt Q. 1 or Q. 2, Q. 3 or Q. 4, Q. 5 or Q. 6 and
(write required matrices). [4]		(ii) Assume suitable data, if necessary.
by a factor 2 in x -direction. Find resultant coordinates of square		N.B. :- (i) Neat diagrams must be drawn wherever necessary.
(c) For origin centered unit square, rotate 45° clockwise, scale	()	Time: 2 Hours Maximum Marks: 50
(b) Explain 3D clipping with example. [4]	1)	(2015 PATTERN)
(4) Morphing.		COMPUTER GRAPHICS
(3) Animation		S.E. (Computer Engg.) (Second Semester) EXAMINATION, 2017.
(2) Key-frame		No.
(1) Color gamut		Seat [5959]-567
(a) Explain the following terms with examples: [4]	3. (Total No. of Questions—8] [Total No. of Printed Pages—3

[5255				œ				7.
[5252]-567	(c)	(b)		(a)		(c)	(<i>b</i>)	(a)
8 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.188.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.18.194.18.04.1 210.212.18.194.18.194.18.194.1 210.212.18.194.18.194.18.194.18.194.18.194.18.194.194.18.194.18.194.194.18.194.194.194.194.194.194.194.194.194.194	Explain Koch curve with example. [4]	Explain Hilbert curve with example. [4]	Explain need of NVIDIA workstation in gaming [5]	Write any four important features of NVIDIA gaming platform	Write any wo 3D transformation functions of OpenGL. [5]	What is OpenGL? Write four important features of the same	Explain architecture of 1860. [4]	Explain blending function for B-spline curve. [4]
	H	H	OT		O	P	H	1