

EASTERN UNIVERSITY, SRI LANKA THIRD EXAMINATION IN SCIENCE –2011/2012 FIRST SEMESTER (Apr. /May, 2017) EXTCS 301 – COMPUTER GRAPHICS (Special Repeat)

nswer all Questions

1)

Time: 2 Hours

- i) Define in your own words what a Computer Graphics is.
- ii) Define the following terms:
 - a) World co-ordinates;
 - b) Device co-ordinates.
- iii) Derive the necessary equations to generate Digital Differential Analyzer (DDA) Algorithm

to the following case:



Here the slope m is greater than one (m > 1).

- iv) Consider the Midpoint circle algorithm:
 - a) Derive the necessary equations to generate Midpoint circle algorithm.
 - b) Write the Midpoint circle algorithm.
 - c) Get all the pixel co-ordinates to draw a circle of radius r = 3 with center (2, 2). (Apply this algorithm)

Plot all the pixel co-ordinates to draw this complete circle.

Q2)

i)

Give the corresponding *matrices* (in homogeneous system) for each of the following 3) D transformations in computer graphics:

ii

ii

1)

2

- a) Rotation about origin;
- b) Translation;
- c) Scaling about pivot point;
- d) Shearing in y-direction.

ii) Consider the square shown below as Figure-A.



Figure-A

a) Rotate the above object in *Figure-A* by 60° in clockwise direction and then transl the resultant object with $t_x=3$ and $t_y=-5$. Write down the steps and correspond transformation matrices clearly.

Figure-B from Figure -A;

b) Compute the new co-ordinates of A, B, C and D using the resultant transformation matrix.

2.23)

- i) Define the following terms:
 - a) Window;
 - b) View port.
- ii) Briefly explain the Cohen-Sutherland line clipping algorithm.
- Let W be a window whose bottom-left corner is (100, 100) and the top right corner is (300, 200) and AB be a straight line with A= (50, 150) and B= (120, 200). Apply the above algorithm to clip AB against window W.

)4)

- i) Give the equation for three Dimensional (3D) rotations about y axis by an angle α .
- ii) Write down the Reflection *matrices* for the followings:
 - a) Reflection about x- axis.
 - b) Reflection about y- axis.
 - c) Reflection about an axis perpendicular to the xy plane.
- iii) Reflect the diamond shape polygon whose vertices are A(-1,0), B(0,-2), C(1,0) and D(0,2) about the horizontal line y = 3.