CONTINUOUS INTERNAL EVALUATION– 3

Dept: CSE	Sem / Div:6 A & B	Sub: Computer Graphics & Visualization	S Code:18CS62
Date:04-08-2021	Time:3.00-4.30	Max Marks: 50		Elective: N

Note: Answer any 2 full questions, choosing one full question from each part.

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QN		Questions	Marks	RBT	COs
		PART A			
1	a	Describe perspective projections with necessary diagrams	9	L2	CO4
	b	Write a note on oblique and symmetric perspective projection frustum	9	L2	CO4
	c	List and explain OpenGL 3D viewing functions	7	L2	CO4
		OR			
2	a	Describe a 3D viewing pipeline with necessary diagrams.	9	L2	CO4
	b	Write a note on parallel and perspective projections. Also explain orthogonal projections in detail.	9	L2	CO4
	c	What are vanishing points for perspective projections?	7	L2	CO4
		PART B			
3	a	Explain Programming event driven input.	9	L2	CO5
	b	Explain menu creation and hierarchal menu with example code	9	L2	CO5
	c	What are quadratic surfaces? List and explain OpenGL Quadratic-Surface and Cubic-Surface Functions	7	L2	CO5
		OR			
4	a	List and explain different Physical Input devices	9	L2	CO5
	b	Write a note on Display lists and modelling	9	L2	CO5
	c	Write a note on design techniques for Bezier curves	7	L2	CO5

Prepared by: Shwetha C H /Krishnamohana A J   HOD