

CONTINUOUS INTERNAL EVALUATION - 3

Dept: CSE	Sem / Div: 6 th A&B	Sub: Computer Graphics & Visualization	S Code: 18CS62
Date: 21/07/22	Time: 3:00-4:30 PM	Max Marks: 50	Elective: N

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

QN	Questions	Marks	RBT	CO's
PART A				
1	a Bring out the difference between perspective and parallel projections.	8	L2	CO4
	b Discuss depth – buffer method with algorithm used for visible surface detection and also list the advantages and disadvantages of depth buffer algorithm.	8	L2	CO4
	c Design the transformation matrix for orthogonal projection and give OpenGL 3D viewing functions.	9	L2	CO4
OR				
2	a What is 3D viewing? With the help of a block diagram, explain 3D viewing pipeline architecture.	8	L2	CO4
	b Explain OpenGL Visibility detection functions.	8	L2	CO4
	c Design the transformation matrix for perspective projection and give OpenGL 3D viewing functions.	9	L2	CO4
PART B				
3	a Discuss request mode, sample mode and event mode with figures.	8	L2	CO5
	b Explain how an event driven input can be performed for a keyboard and mouse device.	8	L3	CO5

	c	Explain Bezier spline curves with equations and demonstrate the appearance of Bezier curves for various selection of control points.	9	L2	CO
OR					
4	a	List the various features that a good interactive program should include.	8	L2	CO5
	b	With the program snapshot, explain the creation of Menus in OpenGL.	8	L3	CO5
	c	List the properties of Bezier curve and also explain Bezier techniques of generating curves.	9	L2	CO5

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HOD