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MMTE-004

**M. SC. MATHEMATICS WITH
APPLICATIONS IN
COMPUTER SCIENCE**

[MSC(MACS)]

Term-End Examination

June, 2026

MMTE-004 : COMPUTER GRAPHICS

Time : 1½ Hours

Maximum Marks : 25

Weightage : 50%

Note : (i) *Question no. 1 is compulsory.*

(ii) *Attempt any **three** questions out of
question no. 2 to 5.*

(iii) *Use of calculator is not allowed.*

1. State whether the following statements are true or False. Justify your answer : $5 \times 2 = 10$
 - (a) Odd even rule and winding number rule always produce the same interior region.
 - (b) A raster scan system that stores 24 bits/pixel and has a 1024×1024 screen resolution requires a frame buffer of size 8 M bytes.
 - (c) Cohen-Sutherland is a parametric line clipping algorithm.
 - (d) If the bounding rectangle for a curve is inside the viewing window, the curve is trivially accepted.

- (e) Two successive translations are additive and the commutative property also holds on this addition.
2. An object has to be rotated by 45° about an axis passing through points $(5, 0, 5)$ and $(5, 2, 5)$. What will be the resulting rotation matrix ? 5
3. (a) Use Bresenham's line generation algorithm for tracing a line segment with vertices $(10, 20)$ and $(20, 28)$. 3
- (b) Determine two points on the Cubic Bezier curve with control points $(0, 0)$, $(14, 10)$, $(4, 0)$ and $(-4, 2)$. 2
4. Apply the Liang-Barsky line clipping algorithm to clip a line with end points $(5, 10)$ and $(15, 20)$. The diagonal end points for the clip window are $(5, 12)$ and $(15, 15)$. 5

5. (a) Determine the perspective projection of point (x, y, z) on $z = d$ plane, provided the center of projection is at point $P(0, 0, -d)$. 3
- (b) Differentiate between parallel projection and perspective projection. 2

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