KENYA METHODIST UNIVERSITY
END OF FIRST TRIMESTER 2007 EXAMINATIONS
DEPARTMENT : MATHEMATICS AND COMPUTER SCIENCE
COURSE CODE : COMP 430
COURSE TITLE : COMPUTER GRAPHICS
TIME : 2 HOURS

## Instructions:

Answer ALL questions in Section A and any other TWO questions in Section B.

## Section A

## Question One (30 Marks)

i. Briefly describe the following terms:
a. Resolution
b. Output Primitive
c. Color Model
ii. Differentiate between the raster scan systems and vector scan systems.
iii. Define clipping and list three types of clipping.
iv. Describe four classifications of input devices.
v. List three 3-dimension display methods.
vi. Briefly describe two methods of visible surface detection.
vii. What is the significance of the chromaticity diagram?
viii. List four types of geometric transformations.

## Section B

## Question One (20 Marks)

i) Describe the Bresenham's algorithm for rasterizing a line.
ii) List two attributes for the Character output primitive.
iii) Prove that the multiplication of 3-dimension transformations matrices for each of the following sequence of operations is commutative:
a. Any two successive translations
b. Any two successive scaling operations
c. Any two successive rotations about any one of the coordinate axes.

## Question Two (20 Marks)

i) List the operating characteristics of the following display technologies:
a. Vector refresh system
b. LCDs
ii) Describe the three input modes which specify how programs and input devices interact. (3 Marks)
iii) Verify that two successive rotations are additive.
iv) Describe any three graphics applications.

## Question Three ( 20 Marks)

i) Define additive and subtractive color models. Describe an example in each of the above. (10 Marks)
ii) Describe the Liang Barsky clipping algorithm.

Determine the new end points for a line P0 $(30,20)$ and $\mathrm{P} 1(280,160)$ on a clipping window $(70,60)$ and $(230,150)$.

