

Assignment 1

Computer Graphics (ETCS – 210)

Course-B.Tech (CSE)

Section-S2

Semester –IV (2012-2016)

Last Date to Submit: 10th Feb, 2014

- 1) Define and discuss antialiasing technique in detail.
- 2) What is LUT? Discuss the advantages and disadvantages of LUT.
- 3) Bresenham's Algorithm is well known for the error prediction to select the next pixel in computer graphics, you must be agree with this statement. Find the error when I'll consider it for 2 pixels (Δ_{d+2}) error instead of 1 (Δ_{d+1}) pixel. How it'll affect my graphics primitive.
- 4) Find the value of θ to reflect a point P to P' (fig. 1).
- 5) Find the value of θ and ϕ to reflect a line (fig. 2).

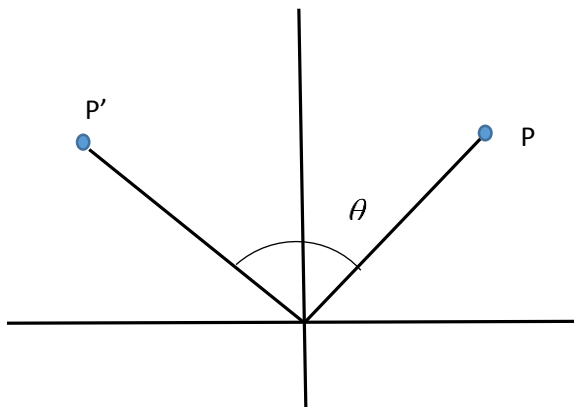


Figure 1

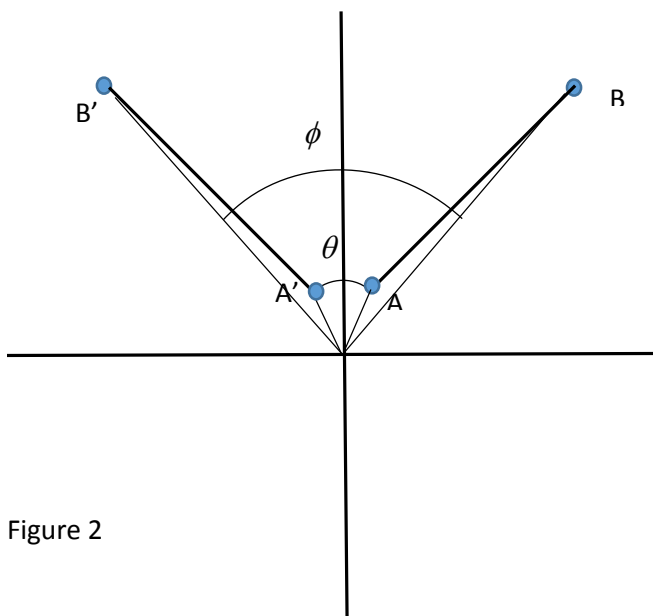


Figure 2