21101366

QP CODE: 21101366

Reg No : .....

Name : .....

B.Sc DEGREE (CBCS) EXAMINATION, APRIL 2021

Sixth Semester

B.Sc Computer Science Model III

CORE - CC6CRT06 - COMPUTER GRAPHICS

2017 Admission Onwards

1D7938B7

Time: 3 Hours Max. Marks : 80

Part A

*Answer any **ten** questions.*

*Each question carries **2** marks.*

1. Define non-emissive displays with example.
2. Define run-length encoding.
3. Expand PHIGS.
4. What do you mean by scan conversion?
5. Differentiate serif and sand serif fonts. Give examples.
6. Define 2D translation.
7. Define the terms window and viewport.
8. What is a region code ? How it is assigned?
9. Write about polygon surfaces.
10. What is ray casting method?
11. What is generation in between frames in animation?
12. What is scene description in animation?

(10×2=20)

Part B

*Answer any **six** questions.*

*Each question carries **5** marks.*

13. Explain Raster Scan display.

14. Explain any five input devices.

15. What are the different coordinate representations?

16. What is the initial decision parameter of Midpoint Circle generating algorithm. Derive it.

17. Explain on reflection of a 2D object.

18. Write short on interactive picture construction techniques.

19. Write about sweep representation of 3 dimensional objects.

20. What is quadtree representation?

21. Explain motion specification in animation.

(6×5=30)

Part C

*Answer any **two** questions.*

*Each question carries **15** marks.*

22. Explain working of CRT.

23. Explain Bresenham's line algorithm.

24. What is meant by composite transformation ? Explain how consecutive transformations can be combined.

25. Explain different three dimensional display methods in detail.

(2×15=30)