22101185

QP CODE: 22101185

Reg No : .....

Name : .....

B.Sc DEGREE (CBCS) REGULAR / REAPPEARANCE EXAMINATIONS, APRIL 2022

Sixth Semester

B.Sc Computer Science Model III

CORE - CC6CRT06 - COMPUTER GRAPHICS

2017 Admission Onwards

6F624097

Time: 3 Hours Max. Marks : 80

Part A

*Answer any **ten** questions.*

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

1. Write notes on presentation graphics.
2. What is shadow-mask method ?
3. Define emissive displays with example.
4. Why Midpoint circle generating algorithm got its name?
5. What are the two methods for character representation?
6. Write transformation matrix for rotation using homogeneous co-ordinates.
7. Which are the co-ordinates referenced in 2D viewing pipeline?
8. Write application of exterior clipping.
9. What is perspective projection?
10. What is octree representation?
11. Explain story board layout in animation.
12. Explain keyframe system in animation.

(10×2=20)

Part B

*Answer any **six** questions.*

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

13. Explain the working of vector display.
14. Explain working of Raster Scan system.
15. What are hard copy devices?
16. Digitize a line with endpoints (20,10) and (30,18) using DDA algorithm.
17. Explain on Translation of a 2D object.
18. What is a shearing transformation ? Explain.
19. Write about sweep representation of 3 dimensional objects.
20. What is constructive solid geometry method?
21. What you mean by Morphing?

(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. Write and explain Cohen Sutherland line clipping algorithm.
25. What are the different 3 dimensional object representation methods? Explain any three of them.

(2×15=30)