QP CODE: 23105816

23105816

Reg No : .....

Name : .....

B.Sc DEGREE (CBCS) REGULAR / REAPPEARANCE EXAMINATIONS, MARCH 2023

Sixth Semester

B.Sc Computer Science Model III

CORE COURSE - CC6CRT06 - COMPUTER GRAPHICS

2017 Admission Onwards

100EE3CB

Time: 3 Hours Max. Marks : 80

Part A

*Answer any **ten** questions.*

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

1. What is beam-penetration method ?
2. What are the two categories of Flat-Panel displays ?
3. Write note on Light pen.
4. What do you mean by scan conversion?
5. What do you mean by type face? Give any two examples.
6. How can we calculate the composite transformation matrix?
7. Why line clipping is not always suitable for clipping a polygon?
8. What is all-or-none string clipping strategy?
9. Write the areas where sweep representation is best suited in constructing 3 dimensional objects.
10. What is ray casting method?
11. What is scene description in animation?
12. What is kinematic description in animation?

(10×2=20)

Part B

*Answer any **six** questions.*

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

13. What are the applications of computer graphics?
14. Explain the working of Random Scan display.
15. What are the different software standards?
16. What is the initial decision parameter of Midpoint Circle generating algorithm? Derive it.
17. Explain on Rotation of a 2D object.
18. What are the benefits of using homogeneous co-ordinates? Justify.
19. Write a short note on polygon tables in 3D object representation with example.
20. What is quadtree representation?
21. Briefly explain the steps in animation.

(6×5=30)

Part C

*Answer any **two** questions.*

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

22. Explain about Raster scan system and Random scan system.
23. Explain Bresenham's line algorithm.
24. Explain on 2D viewing pipeline. How co-ordinate transformation is done from a window to viewport?
25. Explain different three dimensional display methods in detail.

(2×15=30)