



QP CODE: 25021048



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Reg No : .....

Name : .....

**B.Sc DEGREE (CBCS) REGULAR / REAPPEARANCE / MERCY CHANCE  
EXAMINATIONS, FEBRUARY 2025**

**Sixth Semester**

B.Sc Computer Science Model III

**CORE COURSE - CC6CRT06 - COMPUTER GRAPHICS**

2017 Admission Onwards

CDCC1DD7

Time: 3 Hours

Max. Marks : 80

**Part A**

*Answer any **ten** questions.*

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

1. What are Random Scan systems ?
2. Write note on Light pen.
3. Define local coordinates and world coordinates.
4. Expand DDA.
5. Differentiate serif and sand serif fonts. Give examples.
6. Write transformation matrix for scaling using homogeneous co-ordinates.
7. What are condition for clipping a point (x,y) within a specified window?
8. What are applications of clipping ?
9. What is perspective projection?
10. What is octree representation?
11. What you mean by computer animation?
12. Explain Raster 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 vector display.
15. What do you mean by PHIGS workstation?
16. Draw a circle with radius 5 and centered at (4,5) using Midpoint Circle generating algorithm.
17. Explain on Scaling of a 2D object.
18. Explain on the following in picture construction a.Grid b. Gravity field.
19. Write about sweep representation of 3 dimensional objects.
20. What is constructive solid geometry method?
21. Explain keyframe systems.

(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)

