



23126957

QP CODE: 23126957

Reg No :

Name :

**B.Sc / BCA DEGREE (CBCS) REGULAR / IMPROVEMENT / REAPPEARANCE
EXAMINATIONS, OCTOBER 2023**

Third Semester

Core Course - CS3CRT07 - COMPUTER GRAPHICS

Common to Bachelor of Computer Applications & B.Sc Information Technology Model III

2017 Admission Onwards

CDF0126D

Time: 3 Hours

Max. Marks : 80

Part A

*Answer any **ten** questions.*

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

1. What is the role of computer graphics in entertainment?
2. Define refresh buffer/Frame buffer.
3. What is the difference between impact and non-impact printers?
4. Define a circle , with distance relationship in Cartesian Coordinates.
5. Define Serif Type font.
6. Write short note on reflection.
7. Distinguish between window and view port.
8. List out the various Text clipping.
9. Why Perspective Projection appear more realistic?
10. How many data elements are there in quadtrees and octrees?
11. What is animation?
12. Explain about various computer animation functions.

(10×2=20)

Part B

*Answer any **six** questions.*

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





13. List two techniques used for producing color displays.
14. What is DDA Algorithm? Illustrate with appropriate figure.
15. Using Bresenham's Line Drawing Algorithm , digitize the line with endpoints (20,10) and (30,18).
16. Distinguish translation and rotation.
17. Distinguish grid and gravity field.
18. Explain Sweep representation with the help of figures.
19. Compare CSG and Ray-casting Methods.
20. Explain various computer animation languages.
21. What is morphing?

(6×5=30)

Part C

*Answer any **two** questions.*

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

22. Discuss about various flat panel displays.
23. Explain Cohen Sutherland line clipping algorithm with examples.
24. Explain Polygon Surfaces and Polygon tables, illustrate with figures.
25. List and explain various motions specification in computer animation.

(2×15=30)

