

APRIL 2018

50420/SEE6E

Time : Three hours

Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is meant by scan code?
2. Define: "Random scan".
3. What is Aspect ratio?
4. What is a dot size?
5. Define the term "pixel".
6. What is bitmap and pixmap.
7. What do you mean by rotation?
8. What is a reflection?
9. Write the use of fixed point scaling.
10. What is the use of control points?
11. What do you mean by Perspective projection?
12. Define: "Color Model".

10 Bsc (CS)

— Computer Graphics

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. What are advantages of DVST over CRT? List any two disadvantages of DVST?
14. Explain any one application of Computer graphics.
15. Derive the expressions for Midpoint circle algorithm.
16. Write a short note on window to view port transformation.
17. Write the Sutherland-Hodgman polygon clipping algorithm.
18. Describe about the parallel and perspective projection.
19. Explain about the RGB Color model.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Explain the architecture of simple raster graphics system.
21. What are the types of line drawing algorithms used? Illustrate any one algorithm.

22. Explain about the Cohen-Sutherland Line clipping.
23. Discuss the any two three-dimensional display methods.
24. Explain about the CMY Color model in detail.