

APRIL 2019

50420/SEE6E

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer any TEN questions

1. What is bitmap and pixmap?
2. Write the use of Data glow.
3. What is world co-ordinate?
4. What is boundary-fill algorithm?
5. Write the functions of text precision parameter values.
6. What is grayscale?
7. What is Reflection?
8. What is Rubber-band technique?
9. List three Graphical input modes.
10. Write the use of parallel projection.
11. What is object space method?
12. What is a key-frame?

III B-sc (CS) - Elective - III Computer Graphics

SECTION B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Briefly explain the design and function of Touch panels.
14. Write short notes on the character attributes with examples.
15. Discuss about the Sutherland-hodgman polygon clipping.
16. Briefly explain any three interactive picture construction techniques.
17. Explain any two techniques of 3D display.
18. Discuss the concept of viewing pipeline in 3D viewing.
19. Explain the A-buffer methods and also its features.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Discuss the design and working principles of CRT and Shadow-mask.
21. Explain the Bresenham's line drawing algorithm with implementing code.
22. Explain the Cohen-Sutherland line clipping algorithm with Implementing Code.
23. Discuss the importance of polygon tables and polygon meshes.
24. Explain the various design steps of animation sequences.