

NOVEMBER 2019

50420/SEE6E

Time : Three hours

Maximum : 75 marks

SECTION A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is horizontal and vertical retrace?
2. Define refresh display file.
3. What is grayscale?
4. Write the use of round join.
5. Write the basic operations of 2D transformation.
6. What is region code?
7. Write the function of valuator.
8. What do you mean by polygon mesh?
9. Write an application of depth cueing.
10. Write the other transformation of 3D.
11. Differentiate object space and image space.
12. What is keyframe?

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SECTION B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Write brief note on the hardcopy devices.
14. Explain the working principles of light pen.
15. Write a brief note on Color and Grayscale levels.
16. What are the logical classifications of input devices? Explain.
17. Explain any two interactive picture construction of positioning techniques.
18. Differentiate parallel projection from perspective projection.
19. State the difference between CMY and HLS color models.

SECTION C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. With a neat diagram, explain the construction and working principles of CRT.
21. Explain the Bresenham's Line drawing algorithm with program segment.

22. Describe three basic concepts of 3D modeling.
23. Illustrate with an example, the basic 3D transformation with its matrix representation.
24. Write a detailed note on A-buffer and Depth-buffer methods.