

**APRIL 2021**

**51307/SAZ4C**

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Time : Three hours

Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What are the applications of computer graphics?
2. Define: “Aspect Ratio”.
3. What does it mean by RGB?
4. What are the disadvantages of DDA algorithm?
5. What is the basic line attributes?
6. Define the term “Reflection”.
7. What is mean by viewing transformation?
8. List out the various types of Clipping.
9. What are the types of projection?
10. Define: “Revolution”.
11. Distinguish between window port and view port.
12. What is Polygon meshes?

PART B — ( $5 \times 5 = 25$  marks)

Answer any FIVE questions.

13. Describe about the Raster-Scan Displays.
14. List out the input devices and explain any two of them.
15. Give Bresenham's line drawing algorithm and explain it.
16. Derive the expression for Midpoint circle algorithm stating the assumption.
17. What are the composite transformations? Discuss.
18. Explain about the perspective projection with example.
19. Describe the viewing coordinates with diagram

PART C — ( $3 \times 10 = 30$  marks)

Answer any THREE questions.

20. What are Hard-copy devices? Explain.
21. Discuss the various types of character attributes.

22. Illustrate the Cohen Sutherland Line clipping.
23. Describe the wireframe object displayed with depth cueing with neat diagram.
24. Explain the Rack face Detection method and Depth buffer method for detection.

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