

APRIL 2020

50420/SEE6E

Time : 1½ hours

Maximum : 75 marks

SECTION A — (5 × 3 = 15 marks)

Answer any FIVE questions.

1. What is aspect ratio?
2. Write the operation of video controller.
3. Write the function of data glove.
4. What is round join?
5. Define soft fill.
6. What is module?
7. What do you mean by choice device?
8. What is dragging?
9. What is fill Area?
10. Write the basic geometric operation of 3D.
11. Define morphing.
12. What is object space?

SECTION B – ($3 \times 10 = 30$ marks)

Answer any THREE questions.

13. Write a brief note on the graphics software standards.
14. Explain the working principles of digitizers.
15. Write the algorithm for line drawing using DDA method.
16. Explain any one concept of modeling in detail.
17. Illustrate with an example of basic positioning method of picture construction techniques.
18. Write short notes on 3D other transformation with matrix representations.
19. Explain the Backface detection method to identify visible surfaces.

SECTION C – ($2 \times 15 = 30$ marks)

Answer any TWO questions.

20. With a neat diagram, explain the working principles of plasma panel.
21. Explain in detail, mid-point circle drawing algorithm with program segment.

22. Write a detailed note on the Cohen-Sutherland line clipping algorithm.
 23. Describe the various 3D object representations in detail.
 24. Discuss the different design steps of animations in detail.
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