

APRIL 2022

50420/SEE6E

Time : Three hours

Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is Direct View Storage Tube (DVST)?
2. What is digitizer?
3. Write the use of flood-fill algorithm.
4. What are line attributes?
5. Define scaling.
6. Write the sequence of windows-to-view port transformation.
7. What do you mean by clipping?
8. Define perspective projection.
9. What is surface rendering?
10. Write the equation for plane surface.
11. Define projection reference point.
12. What is wireframe method?

11 B B C C S → Computer Graphics

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Compare impact and non-impact printer.
14. Brief about types of graphics software.
15. Write mid-point circle algorithm.
16. Describe the concept of two dimensional rotation.
17. Brief about Interactive Picture-Construction Techniques.
18. Write note on depth cueing.
19. Describe the various color models.
22. Discuss the Cohen-Sutherland line clipping algorithm.
23. Explain the basic three-dimensional transformations.
24. Outline the concept of three dimensional projection transformations.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Describe the operation of random-scan and raster-scan systems.
21. Explain Bresenham's Line drawing algorithm.