QP CODE: 22100508

22100508

Reg No : .....

Name : .....

B.Sc / BCA DEGREE (CBCS) REGULAR / REAPPEARANCE EXAMINATIONS, APRIL 2022

Third Semester

Core Course - CS3CRT07 - COMPUTER GRAPHICS

Common to Bachelor of Computer Applications & B.Sc Information Technology Model III

2017 Admission Onwards

AB2AEB2C

Time: 3 Hours Max. Marks : 80

Part A

*Answer any **ten** questions.*

*Each question carries **2** marks.*

1. List the merits and demerits of DVST.
2. Compare Raster scan and Random scan displays.
3. Differentiate between passive matrix and active matrix LCD displays.
4. What is the disadvantage of DDA Algorithm?
5. Compare Bitmap and Outline font.
6. Interpret the need of composite transformation.
7. Differentiate window and viewport.
8. What is point clipping, what is the condition for clipping?
9. Discuss about stereoscopic views.
10. Define space-partitioning representations.
11. Write a note on raster animation.
12. How does scripting system works?

(10×2=20)

Part B

*Answer any **six** questions.*

*Each question carries **5** marks.*

13. Briefly describe about various hard copy devices.

14. What is Bresenham's Line Drawing Algorithm? Illustrate with appropriate figure.

15. Construct a circle with radius 10, using Midpoint Circle Algorithm.

16. Compare rotation and scaling.

17. Distinguish grid and gravity field.

18. Explain CSG with the help of figures.

19. Explain Octrees in detail.

20. What is the difference of keyframe systems from paramererized systems?

21. Explain about different motion specifications.

(6×5=30)

Part C

*Answer any **two** questions.*

*Each question carries **15** marks.*

22. Summarize various applications of Computer Graphics in detail.

23. Describe Cohen Sutherland line clipping algorithm with examples.

24. Explain Sweep representation and CSG in detail with proper figures.

25. List and explain various steps involved in the design of animation sequence.

(2×15=30)