B.Sc/BCA DEGREE (CBCS)EXAMINATION, MARCH 2021

Third Semester

Core Course - CS3CRT07 - COMPUTER GRAPHICS

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

2017 Admission Onwards

E7FF079C

Time: 3 Hours   Max. Marks : 80

Part A

*Answer any **ten** questions.*

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

1. List any five application area of computer graphics.

2. What is pixel?

3. Write notes on various software standards.

4. What is the equation for calculating the first decesion parameter in Bresenham's Line Drawing Algorithm?

5. Define Serif Type font?

6. What is concatenation?

7. Difference between window and viewport.

8. What are the conditions for point clipping?

9. Define Depth Cueing.

10. What are quadtrees?

11. What is animation?

12. What is raster animation?

(10×2=20)

Part B

*Answer any **six** questions.*

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

13. What is the concept behind DVST Display?

14. Briefly explain Bresenham's Line Drawing Algorithm with example.

15. Explain Midpoint Circle Algorithm, with appropriate figures.

16. Explain any two basic transformations.

17. Discuss the various text clipping methods.

18. Explain Polygon Surfaces in detail.

19. Briefly explain CSG with the help of figures.

20. Explain various computer animation languages.

21. What is morphing?

$(6×5=30)$

Part C

*Answer any **two** questions.*

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

22. Discuss about various flat panel displays.

23. Discuss the various interactive picture construction techniques.

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

25. List and explain various motions specification in computer animation.

$(2×15=30)$