

Seat No.	
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**T.Y.B.Tech. (Computer Science and Engineering) (Part-III)**  
**(Semester - V) (CBCS) Examination, January - 2023**  
**OEC- I : COMPUTER GRAPHICS & MULTIMEDIA**  
**Sub. Code : 80794**

Day and Date : Friday, 27 - 01 - 2023

Total Marks : 70

Time : 10.30 a.m. to 01.00 p.m.

- Instructions:**
- 1) All questions are compulsory
  - 2) Assume suitable data wherever necessary.

**Q1)** Solve MCQs. (2 Marks each)

- a) To display a pixel on raster display, minimum 1 bit to maximum \_\_\_\_\_ are used.
  - i) 12 bits
  - ii) 24 bits
  - iii) 36 bits
  - iv) 48 bits
- b) Following is not an example of an input device.
  - i) Joystick
  - ii) Data Glove
  - iii) Digitizers
  - iv) Flash
- c) Standard Graphics Package GKS stands for \_\_\_\_\_.
  - i) Graphics Kit System
  - ii) Graphics Kernel Server
  - iii) Graphical Kernel System
  - iv) None of these
- d) \_\_\_\_\_ shading compute the color at each vertex first.
  - i) Gouraud
  - ii) Flat
  - iii) Phong
  - iv) None of these
- e) \_\_\_\_\_ is not the perspective of multimedia authoring tool.
  - i) Tool
  - ii) Product
  - iii) Developer
  - iv) Software

**P.T.O.**

- f) \_\_\_\_\_processing contains synchronization between media objects.
- i) Intermedia
  - ii) Intramedia
  - iii) Both A & B
  - iv) None of these
- g) Intermedia processing is considered as \_\_\_\_\_.
- i) continuous
  - ii) discrete
  - iii) Both A & B
  - iv) None of these

**Q2)** Solve any 2 of the following. (7 Marks Each)

- a) Explain Applications of computer graphics.
- b) Explain 3D Transformation.
- c) Explain diffused light.

**Q3)** Solve any 2 of the following. (7 Marks Each)

- a) Explain Raster scan system.
- b) Explain Rotation about an axis parallel to a coordinate axis.
- c) Explain specular reflection.

**Q4)** Solve any 2 of the following. (7 Marks Each)

- a) Differentiate between Analog & digital Signals.
- b) Give Examples of Multimedia.
- c) Explain types of Computer Animation.

**Q5)** Solve any 2 of the following. (7 Marks Each)

- a) Explain uses of multimedia.
- b) Explain Need for Graphics Compression.
- c) What is VFX?

