

Total No. of Questions : 10] [Total No. of Printed Pages : 2

Roll No.

IT-602(N)

B. E. (Sixth Semester) EXAMINATION, Dec., 2010

(New Scheme)

(Information Technology Engg. Branch)

COMPUTER GRAPHICS AND MULTIMEDIA

[IT-602(N)]

Time : Three Hours

Maximum Marks : 100

Minimum Pass Marks : 35

Note : Attempt any five questions.

Unit - I

1. List the different input and output components that are typically used with virtual reality systems. Also explain how users interact with a virtual scene displayed with different output devices such as two dimensional and stereoscope monitors.

20

Or

2. (a) Explain Raster scan system. 10
(b) Write short notes on the following : 10
 - (i) Storage tube display
 - (ii) Graphical input techniques

Unit - II

3. (a) Explain different line attributes. 10
(b) Determine the form of transformation matrix for a reflection about an arbitrary line with equation $y = mX + b$. 10

P. T. O.

[2]

Or

4. (a) Write DDA circle drawing algorithm. 10
(b) Explain B-spline method. 10

Unit – III

5. (a) How many types of Cober model are there ? Explain. 10
(b) Explain Cohen Sutherland algorithm for line clipping. 10

Or

6. (a) Explain 3 D rotation about x , y and z axis and write the corresponding transformation matrices. 10
(b) Describe translation, rotation, scaling and reflection. 10

Unit – IV

7. (a) Explain the architecture of multimedia system. 10
(b) Discuss recently used application in multimedia. 10

Or

8. (a) Discuss briefly various components of multimedia. 10
(b) Write short notes on the following : 10
(i) Multimedia Authoring tools
(ii) Multimedia Data Interface Standard

Unit – V

9. (a) What do you understand by full motion video ? Also differentiate it with animation. 10
(b) Write a short note on MPEG, YPEG, MIDI, TIFF. 10

Or

10. (a) Discuss storage retrieval technologies in multimedia. 10
(b) Differentiate between compression and decompression with the help of suitable example. 10