Roll No...................................

IT - 602
B.E. VI Semester

Examination, June 2014
Computer Graphics and Multimedia

Time : Three Hours rgpvonline.com   Maximum Marks : 70

Note: i) Attempt all questions with internal choice.
ii) All questions carry equal marks.

Unit I

1. a) Explain computer graphics? Indicate four practical applications of computer graphics.   7

   b) Explain Rubber band techniques.   7

OR

2. Explain the working of raster and random scan displays and differentiate it.   14

Unit II

3. Explain with an example the working of Bresenham s mid point circle drawing algorithm. Choose a circle and calculate pixels in the path of this circle in only first quadrant.   14

OR

4. Explain the following terms: 14

   i) Parametric function
      Bezier method

   iii) B spline method

Unit - III

5. a) Find and show the transformation to reflect a polygon whose vertices are A **(-1,** 0), B (0, —2), C (1, 0) and D (0, 2) about the line y = x + 2.   7

   b) Explain parallel projection?   7

OR

6. a) Reflect the polygon having coordinate A (-2, 0), B (0, —4), C (2, 0) and D (0, 4) about the line y = 4. 7

   b) Explain line clipping algorithms.   7

Unit - IV

7. What are components of a multimedia system? Describe typical formats in which the data of different components are stored in a computer. How are these linked with each other.   14

OR

8. Explain authoring and presentation tools in multimedia. 14

Unit - V

9. List four common formats of storing image data. Explain how they are different from each other.   14

OR

10. aplaintoliowing term: 14

    i)   Multimedia Input / Output technologies

    ii) M I D I

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