IT - 602
B.E. VI Semester
Examination, December 2014
Computer Graphics and Multimedia
Time : Three Hours   Maximum Marks : 70

Note: Attempt all questions. With internal choice.

Unit - I

1.   Describe the architecture of a raster scan display with a clear block diagram. How it differ from random scan display. 14

OR

2.   Explain the working principles of mouse, keyboard and camera?   14

Unit - II

3.   Write Bresenham's line drawing algorithm for slope grater than 1, and also draw the line between the end points (10, 20) and (18, 30).   14

OR

4.   a) Explain DDA algorithm. What are its main disadvantages. 7

b) If a Bezier curve pasies through (2, 1) and (6, 2) and controlled by the points (3, 2) and (5, 0) find the equation of Bezier curve. 7

Unit - III

5.   Given a triangle A (10, 10), B (20, 10), C (15, 20) find transformed co-ordinates ofA, B, C when the triangle is rotated in anticlock wise direction to an angle of 45° about the fixed points (15, 10).   14

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6.   a) Explain phong and ground shading.   7

b) A unite cube is placed at origin with its edges parallel to co-ordinate axes and three of the edges coinciding the axes. Find perspective projection of this unit cube on th plane z=0 when it is viewed from the point (2, 3, 5). 7

Unit – IV

7.   Describe SCSI and IDE in brief.   14

OR

8.   Explain different types of authoring tools.   14

Unit - V

9.   a) Discuss the PEG and MPEG file format standard.   7

b) Explain compression ratio and image quality.   7

OR

10.   Discuss various multimedia data file format standard in detail.   14