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II/IV B.Tech (Supplementary) DEGREE EXAMINATION**April, 2017****Third Semester****Time:** Three Hours**Common for CSE & IT****Computer Graphics****Maximum : 60 Marks***Answer Question No.1 compulsorily.*

(1X12 = 12 Marks)

Answer ONE question from each unit.

(4X12=48 Marks)

(1X12=12 Marks)

1 Answer all questions

- What is spline?
- Which filling algorithm is efficient?
- Define Computer graphics
- Why do we need geometric transformations in Computer graphics?
- Difference between perspective and parallel projections?
- What is a polygon mesh?
- Define light?
- Why we need smooth curves?
- What is rendering?
- What is stretch?
- What is Hypermedia?
- What are the various application areas of Computer graphics?

UNIT I

- Briefly explain aliasing? 5M
 - Explain about DDA line drawing algorithm in detail? 7M

(OR)
- Discuss about CRT 5M
 - Explain about ellipse drawing algorithms in detail? 7M

UNIT II

- What is viewing pipeline? 6M
 - What are composite transformations? Give examples 6M

(OR)
- What is filling? Explain flood fill algorithm? 7M
 - Explain about reflection and shear with examples 5M

UNIT III

- Explain about 3D transformations 6M
 - Explain about Bspiline curve? 6M

(OR)
- What are polygon surfaces? 6M
 - What are quadratic surfaces? 6M

UNIT IV

- Explain about computer animation functions and languages 7M
 - What is 3D clipping? 5M

(OR)
- Briefly explain about computer animation 6M
 - Explain view volume? 6M