

NOVEMBER/DECEMBER 2020

BECA54B — COMPUTER GRAPHICS

Time : Three hours

Maximum : 75 marks

SECTION A — ($10 \times 2 = 20$ marks)

Answer ALL questions.

1. Define the term – PHIGS.
2. Give the advantage of Midpoint Circle Algorithm.
3. What is called soft fill algorithm.
4. Define Scaling.
5. What is called point clipping?
6. Define the term text clipping.
7. Differentiate parallel and perspective projection.
8. Define – 3D scaling.
9. What is called depth sorting method?
10. Define – BSP tree method.

SECTION B — ($5 \times 5 = 25$ marks)

Answer ALL questions.

11. (a) Explain the usage of video controller in raster scan system.

Or

- (b) Discuss on DDA line algorithm.

12. (a) Elaborate the concept of Pattern fill.

Or

- (b) Write a brief note on Translation.

13. (a) Discuss on Liang-Barsky Line Clipping Algorithm.

Or

- (b) Explain the Exterior clipping concept in Detail.

14. (a) Discuss on Scaling in 3D transformation.

Or

- (b) Elaborate on Clipping Homogenous attributes.

15. (a) Describe A – Buffer method.

Or

- (b) Write a detailed note on Oc tree method.

SECTION C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

16. Explain about Graphics softwares.
 17. Discuss on Composite Transformation in detail.
 18. Describe Logical Classification of Input Devices.
 19. Elaborate on Rotation in 3D transformation.
 20. Describe the Area Sub Division method.
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