

NOVEMBER/DECEMBER 2020

UECS53A — COMPUTER GRAPHICS

Time : Three hours

Maximum : 75 marks

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

Answer ALL questions.

1. What is meant by output primitives?
2. Define frame buffer.
3. What are the types of Area fill attributes?
4. Write the formula for scaling transformation.
5. What is view port?
6. Write the logical classification of input device.
7. Define depth queuing.
8. What is meant by translation?
9. Define axonometric orthographic projections.
10. What is meant by view reference coordinate system?

SECTION B — ($5 \times 5 = 25$ marks)

Answer ALL questions.

11. (a) Explain about Random scan display.

Or

- (b) Discuss in detail about DDA algorithm.

12. (a) Explain about Gray scale style.

Or

- (b) Discuss matrix representation of 2D.

13. (a) Describe about Window to view port transformation.

Or

- (b) Explain about logical classification of input device.

14. (a) Elucidate the concept of parallel projection and perspective projection.

Or

- (b) Discuss about visible and surface identification.

15. (a) Write a short notes on projection in 3D viewing.

Or

- (b) Explain about back face removal.

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

Answer any THREE questions.

16. Discuss in detail about CRT.
17. Discuss in detail about line attribute.
18. Explain Cohen Sutherland algorithm with appropriate instances.
19. Explain about Three Dimensional Transformations.
20. Explain about – Hidden surface and Hidden line removal.
