



QP CODE: 20100700

Reg No : .....

Name : .....

**BSc DEGREE (CBCS) EXAMINATION, MARCH 2020**

**Sixth Semester**

B.Sc Computer Science Model III

**Core Course - CC6CRT06 - COMPUTER GRAPHICS**

2017 Admission Onwards

3A09996E

Time: 3 Hours

Maximum Marks :80

**Part A**

*Answer any **ten** questions.*

*Each question carries 2 marks.*

1. What is CAD? List some uses.
2. Define resolution
3. Write note on image scanner.
4. What do you mean by symmetry of a circle?
5. What are the two methods for character representation?
6. Differentiate uniform scaling and differential scaling.
7. Write application of exterior clipping.
8. What is all-or-none string clipping strategy ?
9. What is depth cueing?
10. What is octree representation?
11. What you mean by computer animation?
12. What is direct motion specification in animation?

(10×2=20)

**Part B**

*Answer any **six** questions.*

*Each question carries 5 marks.*

13. Explain the working of calligraphic display.
14. Discuss about Graphics controller.



15. What are the different software standards?
16. Digitize a line with endpoints (20,10) and (30,18) using DDA algorithm.
17. Explain on the following in picture construction a.Grid b. Gravity field
18. Write and explain window to viewport co-ordinate transformation equation.
19. Write about sweep representation of 3 dimensional objects.
20. What is constructive solid geometry method?
21. Explain computer animation language.

(6×5=30)

### Part C

*Answer any **two** questions.*

*Each question carries **15** marks.*

22. Explain about Flat-Panel displays.
23. Explain Bresenham's line algorithm.
24. Describe on matrix representation and homogenous coordinates of basic 2D transformations.
25. What are the different 3 dimensional object representation methods? Explain any three of them.

(2×15=30)

