



QP CODE: 24026854



Reg No : .....

Name : .....

**B.Sc / BCA DEGREE (CBCS) REGULAR / IMPROVEMENT / REAPPEARANCE  
EXAMINATIONS, OCTOBER 2024**

**Third Semester**

**Core Course - CS3CRT07 - COMPUTER GRAPHICS**

Common to Bachelor of Computer Applications & B.Sc Information Technology Model III

2017 Admission Onwards

FD332A77

Time: 3 Hours

Max. Marks : 80

*core*

**Part A**

*Answer any **ten** questions.*

*Each question carries **2** marks.*

1. What is the role of computer graphics in entertainment?
2. List the merits and demerits of DVST.
3. What is pixel?
4. What is the disadvantage of DDA Algorithm?
5. What are the two categories of Typefaces?
6. Illustrate the need of homogeneous coordinates.
7. Difference between window and viewport.
8. Explain point clipping.
9. What is Space-partitioning Representations?
10. What are octrees?
11. How does scripting system works?
12. What is morphing?

(10×2=20)

**Part B**

*Answer any **six** questions.*

*Each question carries **5** marks.*





13. Discuss about various coordinate representation schemes in graphics system.
14. Using Bresenham's Line Drawing Algorithm , digitize the line with endpoints (20,10) and (30,18).
15. Construct a circle with radius 10 , using Midpoint Circle Algorithm.
16. Distinguish grid and gravity field.
17. Write the four cases of polygon clipping against one edge.
18. What is the importance of wireframe in 3 Dimensional object creation.
19. Explain CSG with the help of figures.
20. Discuss about raster animation.
21. Describe about different motion specifications.

(6×5=30)

### **Part C**

*Answer any **two** questions.*

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

22. Discuss about various flat panel displays.
23. Describe the various 2D transformations with their matrix forms.
24. Explain Sweep representation and CSG in Detail with proper figures.
25. Explain the importance of key frame in Animation.

(2×15=30)

