



QP CODE: 23104183



Reg No :

Name :

**B.Sc / BCA DEGREE (CBCS) REGULAR / IMPROVEMENT / REAPPEARANCE
EXAMINATIONS, JANUARY 2023**

Third Semester

Core Course - CS3CRT07 - COMPUTER GRAPHICS

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

2017 Admission Onwards

1D2B4E71

Time: 3 Hours

Max. Marks : 80

core

Part A

*Answer any **ten** questions.*

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

1. Write notes on CAD.
2. What do you mean by persistence?
3. What is the use of Image Scanner?
4. How the discrete coordinate values of line are calculated between two points?
5. What is Outline font, how is it represented?
6. What is shear?
7. Illustrate the need of homogeneous coordinates?
8. What is dragging ?
9. Discuss about Three Dimensional and Stereoscopic views.
10. What are octrees?
11. Explain about various computer animation functions.
12. Write notes on Key frame systems.

(10×2=20)

Part B

*Answer any **six** questions.*

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





13. Explain the working of Raster scan and Random Scan Systems.
14. Construct a line using Bresenham's Line Drawing Algorithm, whose points are given as (20,10) and (30,18).
15. Use Midpoint Circle Algorithm and generate the circle , whose radius is given as $r=10$.
16. Explain window to view port transformation.
17. Write short note on text clipping.
18. Explain Polygon Tables in details with suitable figure.
19. Briefly explain CSG with the help of figures.
20. Explain about Key frame systems.
21. Explain about different motion specifications.

(6×5=30)

Part C

*Answer any **two** questions.*

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

22. Explain in detail the various flat panel displays.
23. Describe Cohen Sutherland line clipping algorithm with examples.
24. Explain Sweep representation and CSG in detail with proper figures.
25. Discuss in detail the steps involved in the design of animation sequence.

(2×15=30)

