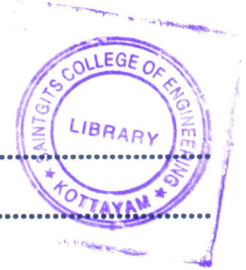


F 3437

(Pages : 2)

Reg. No.....

Name.....



B.TECH. DEGREE EXAMINATION, NOVEMBER 2014

Seventh Semester

Branch : Computer Science and Engineering

COMPUTER GRAPHICS (R T)

(Old Scheme—Prior to 2010 Admissions)

[Supplementary]

Time : Three Hours

Maximum : 100 Marks

Part A

*Answer all questions.
Each question carries 4 marks.*

1. Explain DVST monitors advantages and disadvantages.
2. Discuss the working of plasma panels.
3. Derive the equations of 2D transformation matrix for rotating an object about an arbitrary point.
4. What is Windowing ? Explain.
5. Explain the properties of Bezier curves.
6. What are Hermite spline ? Explain.
7. What is diffuse reflection ? Explain.
8. Explain with figures perspective projections.
9. Explain general computer animation functions.
10. What are the classification of fractals ? Explain.

(10 × 4 = 40 marks)

Part B

*Answer all questions.
Each question carries 12 marks.*

11. With Block diagram explain a random scan system.
Or
12. Explain the following :—
 - (a) Interactive graphic system.
 - (b) Video display devices.
13. Explain with example Bresenham's line drawing algorithm.
Or
14. With example explain Mid point circle algorithm.

Turn over

15. Give description about 3D object representation.

Or

16. Derive the equations of 3D transformation for scaling translation and rotation.

17. Briefly explain Gouraud Shading and Phong shading in polygon rendering methods.

Or

18. Explain Depth-Buffer method in detail.

19. Explain geometric construction of statistically self-similar Fractals.

Or

20. Give a brief description about design of animation sequences.

(5 × 12 = 60 marks)

