

OCTOBER 2013

**P/ID 17468/RCV/
PCAR**

Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

All questions carry equal marks.

1. (a) What are the video display devices available?

Or

(b) Discuss graphics software.

2. (a) Discuss about composite transformation.

Or

(b) Explain shears and reflections.

3. (a) What are the six logical input device classifications?

Or

(b) What are the three modes for input functions?

4. (a) Describe surface rendering.

Or

(b) What are quadric surfaces?

5. (a) Explain morphing.

Or

(b) What are the common colour models?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

All questions carry equal marks.

6. Explain Bresenham's line drawing algorithm.

7. What are line attributes? Explain.

8. Explain about Weiler – Atherland polygon clipping algorithm.

9. What are the methods favouring picture – construction techniques?

10. How do you structure a user dialogue?
 11. Explain Depth queueing.
 12. Discuss raster animation.
 13. Explain Scan-line method.
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