

DECEMBER 2015

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

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Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

1. (a) What are the classification of graphics software? Give a note.

Or

- (b) Write a short note on line attributes.

2. (a) What are the basic 2D transformation techniques? Give a note.

Or

- (b) How to view pipelines? Give a note.

3. (a) How the input devices are classified logically? Give a note.

Or

- (b) Write a short note on virtual reality environment.

4. (a) What are the three-dimensional viewing functions? Give a note.

Or

- (b) Write a short note on Projections.
5. (a) What are the properties of light? Give a brief note.

Or

- (b) What are the motion specifications? Discuss.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

6. Summarise the input devices of graphic systems.
7. Illustrate line drawing algorithm.
8. Describe the clippings of three-dimensional viewing.
9. Explain about Interactive picture construction technique.
10. What are the inputs of graphic data? Explain them.

11. Discuss on three Dimensional Display methods.
  12. Describe request mode of GUI input function.
  13. Discuss on :
    - (a) Back-Face Detection,
    - (b) Depth Buffer Method,
    - (c) Scan Line Method,
    - (d) A Buffer Method.
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