

MAY 2013

**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) Explain the basic techniques for producing color displays with a CRT.

Or

- (b) Discuss on any two input devices.

2. (a) Write a brief note on shear.

Or

- (b) Explain viewing pipeline.

3. (a) Describe any two logical input-device classifications.

Or

- (b) Explain any two interactive picture-construction techniques.

4. (a) Discuss on 3-D reflection.

Or

- (b) Write a brief note on Scaling.

5. (a) Explain A-buffer method.

Or

- (b) Describe the steps in designing animation sequence.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

6. Discuss about Raster scan systems.
7. Explain the Bresenham's line drawing algorithm.
8. Describe the basic 2-D transformations.
9. Discuss about the user dialogue.
10. Explain the various 3-D display methods.
11. Write a detailed note on Clipping.
12. Explain
- (a) Scan-line method
  - (b) RGB color model.
13. Discuss about key frame systems.