

MAY 2014

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

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Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

All questions carry equal marks.

1. (a) Discuss graphics software.  
Or  
(b) What are devices used for graphical input?
2. (a) What are the polygon-clipping algorithms?  
Or  
(b) Explain shears and reflections.
3. (a) How do you structure a user dialogue?  
Or  
(b) What are the three modes for Input functions?
4. (a) What is meant by Depth Cueing?  
Or  
(b) Give a diagram to show the general stages in a 3D transformation, for displaying a world co-ordinate scene to device co-ordinates.
5. (a) Discuss about raster animation.  
Or  
(b) What are the properties of light?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

All questions carry equal marks.

6. List some of the attribute of output primitives?  
And explain any three.
  7. Explain Bresenham's Line Drawing Algorithm.
  8. Explain a polygon clipping algorithm.
  9. What are the logical input device classifications?  
Explain.
  10. What are the methods following picture  
construction techniques? Describe.
  11. Explain surface rendering and quadric surfaces?
  12. Explain the common colour models?
  13. Explain Depth Buffer Method.
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