MAY 2012 **P/ID 17468/ RCV/PCAR**

Time : Three hours   Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

1.   (a) Discuss on Raster scan displays.

Or

(b) Explain the DDA algorithm.

2.   (a) Describe translation.

Or

(b) Explain viewing coordinate reference frame.

3.   (a) Discuss on user dialogue.

Or

(b) Explain the three important input modes.

4.   (a) Discuss on any two 3-D display methods.

Or

(b) Describe the 3-D viewing pipeline.

5. (a) Explain back-face detection.

                        Or

    (b) Discuss on the properties of light.

                PART B — (5 × 10 = 50 marks)

                Answer any FIVE questions.

6. Discuss about any five input devices.

7. Write a detailed note on graphics software.

8. Explain the window-to-view port coordinate transformation.

9. Discuss about the logical classification of input devices.

10. Explain the general 3-D rotations in detail.

11. Describe the various types of projections in detail.

12. Discuss about the depth buffer method.

13. Write a short note on :

    (a) Computer animation languages

    (b) Kinematics and dynamics.

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