

MAY 2011

P/ID 17418/RBW

Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

All questions carry equal marks.

1. (a) List the various display devices. Discuss any one in detail.

Or

- (b) What is computer graphics? Discuss on character generation.

2. (a) What is rotation? Discuss with examples.

Or

- (b) What is a segment? How segments are created and deleted? Discuss.

3. (a) What is 'Window' and 'Viewport'? Discuss.

Or

- (b) Write a short note on simulating devices.

4. (a) Discuss on Z buffers.

Or

(b) Write a short note on Warnock's algorithm.

5. (a) What is Ray tracing? Discuss.

Or

(b) What is Fractals? Discuss with examples.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

All questions carry equal marks.

6. Discuss any one line drawing algorithms.

7. Write a short note different raster techniques.

8. Discuss on the following :

(a) 2D transformations

(b) Interface filling.

9. What is clipping? Discuss any one line clipping algorithms.

10. (a) Discuss on multiple windowing.

(b) Write a short note on device handling algorithms.

11. Discuss any one Hidden line removal algorithm.
 12. Write short note on Bezier curves.
 13. (a) Discuss any one interpolating algorithms.
(b) What is halftones? Discuss.
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