

MAY 2011

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

Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

All questions carry equal marks.

1. (a) What are the hard copy devices for graphics?

Or

- (b) What are the video display devices available?

2. (a) Discuss about composite transformation.

Or

- (b) Write notes on text-clipping method.

3. (a) What are the six logical input device classifications?

Or

- (b) Write short notes on User dialogue.

4. (a) What are quadric surfaces?

Or

- (b) Give the diagram for 3-D transformation pipe for displaying a world-co-ordinate scene to device co-ordinates.

5. (a) Give the properties of Light.

Or

- (b) What are the common colour models?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

All questions carry equal marks.

6. Explain in detail about the DDA line drawing algorithm.
7. Give some attribute of Output primitives.
8. Explain some polygon clipping algorithms.
9. Explain the three modes for input functions.
10. What are the methods favouring-picture-construction techniques?

11. Explain surface rendering.
 12. Discuss about raster animation.
 13. Explain depth buffer method.
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