DECEMBER 2022 **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions

1. What is Pixel?
2. What is digitizer?
3. What is word co-ordinate?
4. Define Grid.
5. What is Clipping?
6. What is raster system?
7. What is 3D reflection.
8. What is Animation?
9. List the two Field of A-buffer method.
10. What is depth cueing methods?
11. What is 2D Transformation?
12. What is Polygon Meshes?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions

13. Briefly Explain DDA Algorithm.

14. Explain the various Input devices with examples.

15. Discuss on character Attributes.

16. Briefly Explain the 2Drefliction and Shearing.

17. Write short note on 3D Transformation viewing pipeline.

18. Explain back-face detection briefly.

19. Explain Interactive picture construction techniques.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions

20. Explain the various Input devices with examples.

21. Explain boundary Fill Algorithm.

22. Explain Cohen-Sutherland Line Clipping Algorithm.

23. Describe basic three dimensional Transformation.

24. Explain RGB color models.

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