DECEMBER 2023 **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Write the examples of hard Copy Devices.
2. Write an examples of video display devices.
3. What is Raster Scan System?
4. What is DDA?
5. What is Gray Scale?
6. Define : Character Attributes.
7. What is Transformation?
8. What is modeling?
9. What is perspective projection?
10. Define Depth Cueing.
11. What is Back face Detection?
12. Define wireframe method.

PART B — ($5 \times 5 = 25$ marks)

Answer any FIVE questions.

13. What are the various input devices?

14. Discuss the essential characteristics of Graphics software.

15. Describe the mid-point circle drawing Algorithm.

16. What is composite Transformation? Explain with examples.

17. Discuss about modelling concepts.

18. Explain about depth cueing with examples.

19. How to view a 3D objects?

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

20. Explain the working principle of CRT with exampels.

21. What is window-to-viewport coordinate Transformation? Explain suitable examples.

22. Describe about Bresenham's line drawing algorithm with examples.

23. Explain rotation and Translation respect to 3D objects.

24. Discuss about the different types of projection with examples.
