DECEMBER 2024 **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is Raster Scan system?

2. Define : resolution.

3. What is Aspect Ratio?

4. What are Gray scales?

5. What is Line Attributes?

6. What is 2D Transformation?

7. What is Rotation?

8. What is reflection?

9. What is 3D display method?

10. What is the use of control points?

11. What is Depth Buffer method?

12. What is Composite transformation?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Discuss about Hard copy devices with examples.

14. Write short notes on the Direct View Storage Tubes.

15. Explain the Bresenham's Line Drawing Algorithm with an examples.

16. Briefly explain the windows to view port transformation.

17. Write the Sutherland–Hodgman polygon clipping algorithm.

18. Discuss the depth-buffer methods to detecting visible surfaces.

19. Explain about Back face Detection methods.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Briefly explain the categories of Flat Panel display in detail.

21. Explain about various types Line drawing Algorithm with examples.

22. Discuss the various Interactive Picture Construction Techniques with examples.

23. Explain about parallel and perspective method with examples.

24. Explain the concept of viewing pipeline and co-ordinate techniques with examples.

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