**MAY 2022** **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is video display devices?
2. What is resolution?
3. What is raster scan systems?
4. What is character attributes?
5. Write the necessity of inquiry function.
6. Define view port.
7. What is perspective projection?
8. What is shearing?
9. What is cueing?
10. What is Back-Face detection?
11. What is new reference point?
12. What is 3D transformation?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Explain Random scan systems with examples.

14. Explain the principles of raster scan displays.

15. Explain the mid-point circle generation algorithm.

16. Write short notes on:

The text attribute with an examples.

17. Briefly explain the classification of input devices.

18. Discuss the basic operations of 3D transformation with matrix representation.

19. Discuss on parallel and perspective projection.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Explain the various types of hard copy devices in detail.

21. Describe the Sutherland-Hodgeman polygon clipping Algorithm.

22. Explain the various interactive picture construction techniques.

23. Discuss any three 3D display techniques.

24. Explain the Depth butter and A-Butter method in detail.

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