MAY 2023 **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Name any two Graphics software.
2. What are hard copy devices?
3. What is character Attribute?
4. List the line type attributes.
5. What are output primitives?
6. What is 3D shearing?
7. What is dipping?
8. What is 3D – Transformation?
9. Define Image space method.
10. What are Hidden surface removal?
11. What is display method?
12. What is color model?

PART B — ($5 \times 5 = 25$ marks)

Answer any FIVE questions.

13. Write short notes on mouse.

14. Discuss about Random scan display system.

15. What are the Important features of Grayscale in Graphics.

16. Discuss Depth cueing methods.

17. Discuss on perspective projection.

18. Write short notes on classification of Input devices.

19. Explain wire frame methods.

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

20. Describe about the working principle of CRT with its block diagram.

21. Explain in detail about the circle generating Algorithm.

22. Explain three Dimensional display methods.

23. Explain Transformation from world to viewing co–ordinates.

24. Explain the following:

    (a) Back–Face detection

    (b) Depth Buffer methods.
