MAY 2024 **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is Random Scan System?
2. Write the example of Input Devices.
3. What is Graphic Software?
4. What is DDA?
5. What are Character Attributes?
6. What is inquiry function?
7. What is composite transformation?
8. What is clipping algorithm?
9. What is parallel projection?
10. What is 3D shearing?
11. What is depth cueing?
12. What is projection?

PART B — ($5 \times 5 = 25$ marks)

Answer any FIVE questions.

13. Explain the basic operation of CRT with a neat diagram.

14. Explain about Hard Copy devices with examples.

15. Explain about 2D Basic Transformation in Matrix representation.

16. Explain the Transformation of reflection and shearing with examples.

17. Write short notes on : 3D object representation.

18. Explain about : Polygon surface with examples.

19. Discuss about Hidden Surface and Line Elimination Method.

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

20. Explain about construction and working principles of CRT and DVST.

21. Explain about Midpoint circle algorithm with an examples.

22. Describe the basic concepts of 3D Modelling.

23. Discuss any three 3D display techniques.

24. Explain about Back-Face detection and Depth Buffer Methods in detail.

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