MAY 2025 **U/ID 46511/UCC4C**

Time : Three hours Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is Pixel?
2. What is Resolution?
3. Define : DDA.
4. What is Line Attributes?
5. What are Output Primitives?
6. What is Rotation?
7. What is Parallel Projection?
8. What is 3D Transformation?
9. What is Grid?
10. What are Logical Input Devices?
11. Define: Scaling
12. What is Color Model?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Write notes on Computer Graphics.

14. Write a note on Raster Scan display system

15. Discuss Text Attributes with an examples.

16. Explain about Depth Cueing methods.

17. Explain Window to Viewport Transformation.

18. Discuss about Scaling Transformation in 3D systems.

19. Explain about Back face detection method with examples.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Describe about Random Scan display system with examples.

21. Briefly explain 2D transformation with examples.

22. Explain about various Interactive Picture construction techniques.

23. Compare parallel projection and perspective projection.

24. Describe in detail about depth buffer method to detect visible surfaces.
