23/10/18

K18U 1452

Reg. No. : ....

Name : ....

V Semester B.Sc. Degree (CBCSS – Reg./Sup./Imp.)
Examination, November 2018
(2014 Admn. Onwards)
CORE COURSE IN COMPUTER SCIENCE (Elective)
5B12CSC (E02) : Computer Graphics

Time : 3 Hours

Max. Marks : 40

SECTION – A

(0.5×8=4)

1. **One** word Answer.

   a) The operation of video monitors based on _____

   b) _____ provides six degrees of freedom.

   c) Character impact printers have _____ print head containing rectangular array of protruding wire pins.

   d) A window coordinate area selected for display is called _____

   e) _____ is the mirror image of original object.

   f) Shearing is also termed as _____

   g) The transformation of the plane T1 is followed by a second plane transformation T2, the composition transformation is _____

   h) _____ makes 45° angle with the projection plane.

SECTION – B

Write short notes on **any seven** of the following questions.   (7×2=14)

2. Describe the three input devices.

3. What is main function of graphics software ?

4. Define hard copy device.

5. Why electro thermal method used in dot matrix ?

6. Give example of boundary fill algorithm.

P.T.O.

7. Write short note on reflection in 2D Transformations.

8. How to generate a general form of matrix for representing transformation ?

9. What are the steps performing composite transformation ?

10. What is line clipping ?

11. Explain in detail rotation in 3D transformation.

SECTION – C

Answer **any four** of the following questions. (4×3=12)

12. Write an algorithm of midpoint circle algorithm.

13. Explain in detail gray scale levels.

14. What you mean by text clipping ?

15. What is the use of shear in 3D transformation ?

16. What is the purpose of flood fill technique ?

17. What are the disadvantages of cohen Sutherland algorithm ?

SECTION – D

Write an essay on **any two** of the following questions. (2×5=10)

18. Explain in detail output devices and its uses.

19. Discuss about area filling algorithm.

20. Write briefly types of output primitives.

21. Explain :
    i) Parallel projection
    ii) Perspective projection.

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