

Register Number :

Name of the Candidate :

6 6 1 3

B.Sc. DEGREE EXAMINATION, 2008

(COMPUTER SCIENCE)

(THIRD YEAR)

(PART - III)

(PAPER - XVI)

711 / 320 / 340. COMPUTER GRAPHICS

(*New and Revised Regulations*)

(*Common to B.Sc. Information Technology -
Revised Regulations*)

(*Including Lateral Entry and Double Degree*)

December]

[Time : 3 Hours

Maximum : 100 Marks

SECTION - A (8 × 5 = 40)

Answer any EIGHT questions.

All questions carry equal marks.

1. Explain all the software standards in detail.

Turn over

2. Describe the working of digitizers.
3. Write the procedure for character generations.
4. What is windowing transformation? Briefly explain.
5. Describe the principles of viewing and projection.
6. Explain the area coherence algorithm with an example.
7. Describe the techniques for drawing curve.
8. Explain the RGB colour model.
9. Give the importance of interactive systems.
10. Write short note on interactive handling models.

SECTION - B (3 × 20 = 60)

Answer any THREE questions.

All questions carry equal marks.

11. Explain the conceptual framework for interactive graphics.
12. Explain the various operations of 2D transformations with their matrix representations.

13. Discuss about the scan line and depth-buffer algorithm in detail.
14. Explain the various Ray tracing methods.
15. Discuss the interactive handling models in user interface design.