(FOR THE CANDIDATES ADMITTED DURING THE ACADEMIC YEAR 2020.ONLY)

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20UIT621

REG. NO:

N.G.M.COLLEGE(AUTONOMOUS): POLLACHI

END-OF-SEMESTER EXAMINATIONS: MAY-2023

B.Sc.- INFORMATION TECHNOLOGY **MAXIMUM MARKS : 70**

VI SEMESTER **TIME : 3 HOURS**

PART-III

COMPUTER GRAPHICS

SECTION – A (10 X 1 = 10 MARKS)

ANSWER THE FOLLOWING QUESTIONS:

MULTIPLE CHOICE QUESTIONS:

1. _____ stores the picture information as a charge distribution behind the Phosphor – coated screen.

   a. Cathode Ray Tube b. Flat Panel Display

   c.3D viewing deice d. Direct View Storage tube

2. The basic geometric structure that describes a scene on display is called_____.

   a. Attributes b. O/P primitives c. lines d. Curves.

3. An area on a display device to which a window is mapped ,is called_____

   a. Window b. Transformation

   c. Viewport d. Viewing Transformation

4. Which surface algorithm is based on perspective depth?

   a. Depth comparison b. Z-buffer

   c. Subdivision methods d. Back-face removal

5. A_____ transformation alters the size of an object.

   a. Scaling b. Rotation c. Translation d. Reflection

ANSWER THE FOLLOWING IN ONE (OR) TWO SENTENCES

6. Define Clipping?
7. Show the Area Fill Attributes.
8. Mention the properties of light in color models.

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9. What are Input functions?

10. What is pixel?

SECTION – B (5 x 5 = 25 MARKS)

ANSWER EITHER (a) OR (b) IN EACH OF THE FOLLOWING QUESTIONS:

11. a. Describe Random scan Display.

(OR)

b. Examine color and gray scale level.

12. a. Sketch on (a).direct view storage tube (b).Flat Panel Display**.**

(OR)

b. Comment on Image Scanners.

13. a. Illustrate Color Models and its Applications.

(OR)

b. List in detail visible surface detection method

14. a. Elucidate Cohen Sutherland Line Clipping Algorithm.

(OR)

b. How to determine window to view port transformation.

15. a. Sketch on 3D object Representation.

(OR)

b. Interpret curved line.

SECTION - C (4 X 10 = 40 MARKS)

ANSWER ANY FOUR OUT OF SIX QUESTIONS:

16. Describe Modelling Transformation.

17. Summarise on Refresh Cathode Ray Tube.

18. Discuss Attributes of output primitives.

19. Evaluate 2D-Viewing.

20. Determine Depth Buffer Method.

21. Explain GUI.

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