Q.P. Code: 16MC821

**R16** 

**6M** 

Reg. No:

## SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY:: PUTTUR (AUTONOMOUS)

## MCA II Year II Semester Supplementary Examinations October-2020 COMPUTER GRAPHICS

Time: 3 hours Max. Marks: 60

(Answer all Five Units  $5 \times 12 = 60$  Marks)

(Answer an Five Units $3 \times 12 = 60$ Marks)	
UNIT-I	
a Explain the Raster Scan Systems.	6M
b Describe in detailed about Pixel Addressing.	6M
OR	
a What is Flat-Panel Displays? Explain Graphics Monitors.	6M
b Describe output Primitives briefly.	6 <b>M</b>
UNIT-II	
a Describe in General Pivot-point rotation?	6M
<b>b</b> Explain Reflection and Shear? With Example.	6M
OR	
a Describe Rotations with Quaternion's	<b>6M</b>
<b>b</b> Explain Raster Methods for Transformation.	6M
UNIT-III	
a Explain Viewing Co-ordinate Reference Frame.	6M
<b>b</b> Explain Cohen-Sutherland Line Clipping in detail	6 <b>M</b>
OR	
a Describe 2D viewing functions and its Projections.	6M
<b>b</b> Explain Cubic Spline Interpolation with neat sketch.	6M
UNIT-IV	
a Explain the benefits of wireframe method?	<b>6M</b>
<b>b</b> Explain Classification of Visible- surface detection Algorithms.	6M
OR	
a Explain the importance of Depth Buffer method.	6 <b>M</b>
<b>b</b> Explain the depth-Sorting method in detail.	6M
UNIT-V	
a Explain in detail about Simulating Acceleration.	<b>6M</b>
<b>b</b> Describe Goal Directed systems.	6 <b>M</b>
OR	
a Describe Raster Animations with neat sketch.	6M
	a Explain the Raster Scan Systems. b Describe in detailed about Pixel Addressing.  OR  a What is Flat-Panel Displays? Explain Graphics Monitors. b Describe output Primitives briefly.  UNIT-II  a Describe in General Pivot-point rotation? b Explain Reflection and Shear? With Example.  OR  a Describe Rotations with Quaternion's b Explain Raster Methods for Transformation.  UNIT-III  a Explain Viewing Co-ordinate Reference Frame. b Explain Cohen-Sutherland Line Clipping in detail  OR  a Describe 2D viewing functions and its Projections. b Explain Cubic Spline Interpolation with neat sketch.  UNIT-IV  a Explain the benefits of wireframe method? b Explain Classification of Visible- surface detection Algorithms.  OR  a Explain the importance of Depth Buffer method. b Explain the depth-Sorting method in detail.  UNIT-V  a Explain in detail about Simulating Acceleration. b Describe Goal Directed systems.

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**b** Explain Key-Frame Systems with Example.