

B.Tech II Year II Semester (R13) Supplementary Examinations May/June 2017

COMPUTER GRAPHICS & MULTIMEDIA

(Information Technology)

Time: 3 hours

Max. Marks: 70

PART - A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) List out various presentation graphics.
 - (b) What is meant by resolution for computer monitor?
 - (c) Write window to view port transformation equation.
 - (d) Write the way to generate blobby object.
 - (e) What are the important properties of Bezier curve?
 - (f) What are the advantages of rendering by patch splitting?
 - (g) What is specular reflection?
 - (h) What are the uses of chromaticity diagram?
 - (i) What is virtual reality? Where it is used?
 - (j) What is tweening?

PART - B
(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

- 2 Describe about the necessity of graphics in education and training.

OR

- 3 Enumerate any four input devices with their operations.

UNIT - II

- 4 Describe scan line polygon filling algorithm for all possible cases.

OR

- 5 Write transformation matrices for 3D translation, rotation and scaling and drive a composite transformation of 2 fold scaling and 30 degree clockwise rotation.

UNIT - III

- 6 Describe about the various cubic spline interpolation methods in detail.

OR

- 7 Explain the constant intensity, Quaraud and Phong methods for rendering polygon surface.

UNIT - IV

- 8 Explain how scan line method is used to find visible surface in graphics with an example.

OR

- 9 Explain the various color models that followed in graphics systems.

UNIT - V

- 10 Write short note on TIFF, MIDI and digital audio.

OR

- 11 Describe about any three analog broadcast video standards.

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