L 5537

FOURTH SEMESTER M.C.A. DEGREE EXAMINATION
NOVEMBER/DECEMBER 2004
COMPUTER GRAPHICS AND MULTIMEDIA

Time : Three Hours   Maximum : 75 Marks

Part A

Answer all the questions.

Explain the following :—

1. CGA.

2. Homogeneous co-ordinates.

3. Atasing.

4. Image transformations.

5. Animation.

6. Projections.

7. GKS.

8. Multimedia.

9. Clipping.

10. Window *vs.* Viewport.

(10 × 3 = 30 marks)

Part B

Answer any two full questions from each module.

MODULE I

11. Enumerate and explain various display units used in Computer Graphics.

12. Explain Bresenham's circle generation algorithm.

13. Obtain Window to viewport transformation matrix.

MODULE II

14. Obtain Rotation transformation matix in 2 D.

15. Explain about rithographic projections.

16. Explain about Printers Algorithm for hidden surface removal.

MODULE III

17. Explain about Graphic support in Borland C.

18. Enumerate and explain different features of Multimedia.

19. Explain about Architectural design application of Computer Graphics.

(6 × 7½ = 45 marks)