B.Tech Degree VI Semester (Supplementary) Examination in Computer Science and Engineering December 2002

CS 605 COMPUTER GRAPHICS
(1998 Admissions)

Time: 3 Hours   Maximum Marks: 100

I.   Explain various types of display devices.   (20)

OR

II.   (a)   Explain the working of a calligraphic display device.   (10)
      (b)   Explain the working of a point plotting device.   (10)

III.   Explain the basic 2D transformation with example.   (20)

OR

IV.   (a)   Explain any line clipping algorithm.   (10)
      (b)   Explain windowing transformations.   (10)

V.   (a)   Explain display file compilation and the display file structure.   (10)
     (b)   Explain pointing and positioning devices.   (10)

OR

VI.   Explain how a simple graphics package can be developed with all primitive functions.   (20)

VII.   (a)   Explain the 3D-transformation rotation about an arbitrary axis.   (10)
      (b)   Explain Phong shading.   (10)

OR

VIII.   (a)   Explain depth buffer algorithm.   (8)
       (b)   Explain the basic 3D-transformation.   (12)

IX.   (a)   Explain a high performance display.   (10)
      (b)   Explain device independence and how it can be achieved with an example.   (10)

OR

X.   (a)   What are the components of a user interface ?   (10)
     (b)   Explain the key issues involved in the design of graphics command language.   (10)

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