Time : Three hours                     Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions

1. What is refresh CRT?

2. Define the terms 'geometric' and 'modeling' transformations.

3. What are the factors to improve quality of pictures on display device?

4. List the different types of Line caps?

5. What is Grayscale?

6. Write a note on Shearing.

7. Define the term–Clipping.

8. Write a note on a window and viewport.

9. What is dragging and fixing technique?.

10. What is request mode?

11. Mention the term–storyboard.                    -

12.  Define the term chromaticity.

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions

13. Write a short note on the function of Digitizers.

14. Explain the DDA line drawing algorithm.

15. Discuss the basic operations of 2D with their matrix representation.

16. Illustrate and explain the Sutherland-Hodgeman polygon algorithm.

17. Write a detailed note on Logical classification of input devices.

18. Discuss on any two 3D display methods.

19. Explain different design steps of animation sequences.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions

20. Explain the categories of Flat-Panel displays.

21. Describe the Line and character attributes with example.

22. Write the Liang-Barsky line clipping algorithm and its features.

23. Elaborate on the different Input modes with example.

24. Explain the Depth-buffer and Scan-line methods.

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