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13.1.16 AN

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**Question Paper Code : 95304**

5 Year M.Sc. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2015.

Fourth Semester

Software Engineering

ESE 044 — COMPUTER GRAPHICS

(Regulations 2010)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Define Refresh Buffer.
2. What do you mean by display controller?
3. Define antialiasing.
4. What do you mean by scan line algorithm?
5. Define Reflection.
6. List out the types of clipping.
7. What is Projection?
8. List out the properties of B-Spline Curve.
9. Write the two approaches of visible surface detection algorithms?
10. Define Animation.

PART B — (5 × 16 = 80 marks)

11. (a) Illustrate the working concepts of magnetic resonance CRT with neat diagram. (16)

Or

- (b) Explain about the functions of any four input devices. (16)

12. (a) Explain how to draw a line using DDA algorithm with necessary equation. (16)

Or

- (b) Write the pseudo code to display the data plots that use the line type command and explain the working of the same. (16)
13. (a) Derive the equation for 2D Rotation with respect to pivot point and 2D scaling with respect to origin. (16)

Or

- (b) Explain about cohen sutherland line clipping algorithm with an example. (16)
14. (a) Explain about the use of polygon surfaces and tables with a suitable example. (16)

Or

- (b) Discuss about the types of parallel projection with necessary diagram. (16)
15. (a) Explain how depth buffer method can be used to find out visible surfaces in a scene. (16)

Or

- (b) Explain the concept of 'Morphing' with necessary equation and diagram. (16)