

2007 - MADRAS UNIVERSITY
M.C.A COMPUTER APPLICATION
GRAPHICS

TIMES-3 HOUR
MARKS-80

Answer Any Full Questions

Part A(5*2=10)

1. List any FOUR graphic devices.
2. Define clipping.
3. State the vector input devices.
4. State the need for Homogenous transformations.
5. State the advantages of animation.

Part B(4*5=20)

6. Explain the types of hard copy devices.
7. State the method of Window to View port mapping.
8. Discuss the use if Virtual reality environment.
9. Explain methods of transforming two Dimensional coordinates.
10. Explain the use of RGB color models.

Part C(5*10=50)

12. (a) Explain how Cathode Ray Tube display devices work.
Or
(b) Discuss the complexities of present day Raster Scan Systems.
13. (a) Discuss the Liang Barsky Line clipping algorithm with a suitable example.
Or
(b) Discuss the Sutherland Hodgeman polygon clipping algorithm with an example.
14. (a) Discuss how complex pictures are constructed from simple pictures.
Or
(b) Discuss the logical classification of input devices.
15. (a) Explain methods of displaying 3D objects on a 2D display systems
Or
(b) Explain methods of 3D transformations with suitable matrices.
16. (a) Discuss the back face detection method and state its advantages.
Or
(b) Discuss the types of illumination models.