



Regulation R18

Subject code:2E7EF

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

(Autonomous, Accredited by NAAC with 'A+' Grade)

B.Tech VII Semester Supplementary Examinations, April 2024

Computer Graphics
(COMPUTER SCIENCE & ENGINEERING)

Maximum Marks: 70

Date:25.04.2024 Duration: 3 hours

- Note:**
1. This question paper contains two parts A and B.
 2. Part A is compulsory which carries 10 marks. Answer all questions in Part A.
 3. Part B consists of 5 Units. Total 10 questions it consists.
 4. Part-B each question carries 12 marks and may have a, b, c, d as sub questions.

Part-A

All the following questions carry equal marks

(10X2M=20 Marks)

- 1 Write the computer Graphics applications?
- 2 What are the output primitives?
- 3 What is the Transformation?
- 4 Define scaling.
- 5 Define Quadric surfaces.
- 6 What is the Splines?
- 7 What are the types of reflection of incident light?
- 8 Define image space method?
- 9 What is Computer Animation?
- 10 Define frame?

Part-B

Answer All the following questions.

(5X10M=50Marks)

- 11 Explain in detail video display devices. [10]

OR

- 12 Explain about Ellipse-Generating Algorithms. [10]

- 13 Explain about window to viewport coordinate transformation and viewing functions. [10]

OR

- 14 Explain in detail the Sutherland-Hodgeman clipping algorithm with an example. [10]

- 15 Discuss about Bezier and B-Splinesurfaces. [10]

OR

- 16 Discuss about Bezier and B-Spline surfaces. [10]

- 17 Explain depth sorting method. [10]

OR

- 18 Explain the BSP tree method for visiblesurface detection. [10]

- 19 Design of animation steps for design of animation sequence. [10]

OR

- 20 Discuss the drawbacks of real time animation techniques. [10]