

Enrollment No.....



Faculty of Engineering  
End Sem (Odd) Examination Dec-2017  
IT3CO11 Computer Graphics and Multimedia

Programme: B.Tech.

Branch/Specialisation: IT

Duration: 3 Hrs.

Maximum Marks: 60

Note: All questions are compulsory. Internal choices, if any, are indicated. Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d.

- Q.1
- i. The phenomenon of having a continuous glow of a beam on the screen even after it is removed is called as: **1**
    - (a) Fluorescence
    - (b) Persistence
    - (c) Phosphorescence
    - (d) Incandescence
  - ii. Raster images are commonly called: **1**
    - (a) Pix map
    - (b) Bit map
    - (c) Both (a) and (b)
    - (d) None of these
  - iii. Number of viewports that can be defined are: **1**
    - (a) One
    - (b) Two
    - (c) As many required
    - (d) Depends on hardware
  - iv. Which transformation does not preserve the geometric dimensions of the objects: **1**
    - (a) Rotation
    - (b) Shearing
    - (c) Both (a) and (b)
    - (d) None of these
  - v. The subcategories of orthographic projection are: **1**
    - (a) Cavalier, cabinet, isometric
    - (b) Cavalier, cabinet
    - (c) Isometric, diametric, trimetric
    - (d) Isometric, cavalier, trimetric
  - vi. RGB model are used for **1**
    - (a) Computer display
    - (b) Printing
    - (c) Painting
    - (d) None of these

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- vii. Multimedia is: **1**  
(a) Video/Animation (b) Audio  
(c) Both (a) and (b) (d) None of these
- viii. PICT is graphics file format for: **1**  
(a) Windows (b) Linux (c) Macintosh (d) None of these
- ix. Interactive graphics is useful in **1**  
(a) Training pilots (b) Computer aided design  
(c) Process control (d) All of these
- x. Once a file is saved in JPEG format, some data is lost **1**  
(a) Temporarily (b) Permanently  
(c) Partially (d) Not lost
- Q.2 i. Define Computer Graphics and enumerate its applications. **2**  
ii. Write the properties of circle and thereby evolve the midpoint circle algorithm. **3**  
iii. Differentiate raster and random scan systems. Draw the diagram of CRT to explain its functioning. **5**
- OR iv. What are the drawbacks of DDA line drawing algorithm? How are they handled with the Bresenham's algorithm? **5**
- Q.3 i. Explain viewing transformation. **2**  
ii. How are reflections represented in graphics? **3**  
iii. What are basic geometric transformations? Give representation and an example for each and also for composite transformation. **5**
- OR iv. Clip line with end points (0,0) (12,12) using Cohen Sutherland algorithm in a window with bottom left vertex at (1,1) and top right (10,10). **5**
- Q.4 i. Differentiate the RGB, CMY and CMYK color models. **3**  
ii. Compare parallel and perspective projections with applications of each. **7**
- OR iii. Write the significance of homogeneous coordinates with respect to handling 3 D transformations. **7**

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- Q.5 i. Discuss JPEG image compression. **2**  
ii. Describe the components and processing of audio systems. **3**  
iii. Briefly describe the architecture of multimedia based hardware systems. **5**
- OR iv. What are the evolving technological trends in multimedia? **5**
- Q.6 Write short note on any two:  
i. Animation software and formats **5**  
ii. MPEG standards **5**  
iii. Compression Techniques **5**

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**IT3CO11 Computer Graphics and Multimedia  
Marking Scheme**

Q.1	i.	(c) Phosphorescence	<b>1</b>
	ii.	(b) Bit map	<b>1</b>
	iii.	(c) As many required	<b>1</b>
	iv.	(b) Shearing	<b>1</b>
	v.	(c) Isometric, diametric, trimetric	<b>1</b>
	vi.	(a) Computer display	<b>1</b>
	vii.	(c) Both (a) and (b)	<b>1</b>
	viii.	(c) Macintosh	<b>1</b>
	ix.	(d) All of these	<b>1</b>
	x.	(b) Permanently	<b>1</b>
Q.2	i.	1 mark for definition + 1 mark for application	<b>2</b>
	ii.	1 mark for properties of circle + 2 marks for algorithm.	<b>3</b>
	iii.	2 marks for 5 difference + 3 marks for diagram of each + 1 mark for explanation	<b>5</b>
OR	iv.	2 marks for drawbacks + 3 marks for Bresenham's explanation	<b>5</b>
Q.3	i.	1 mark for diagram + 1 mark for explanation.	<b>2</b>
	ii.	2 marks for diagram + 1 mark for explanation.	<b>3</b>
	iii.	3 marks for types with matrix + 2 marks for composite	<b>5</b>
OR	iv.	Numerical solving	<b>5</b>
Q.4	i.	Atleast 5 points difference	<b>3</b>
	ii.	3 marks for difference + 2 marks for diagrams of each + 2 applications	<b>7</b>
OR	iii.	5 marks for representation and matrix, 2 marks justification	<b>7</b>
Q.5	i.	2 marks for process explanation	<b>2</b>
	ii.	2 marks for components + 1 mark for processing method	<b>3</b>
	iii.	3 marks for diagrams + 2 marks for enumeration of hardware	<b>5</b>
OR	iv.	Atlest 5 tools and techniques with brief note.	<b>5</b>
Q.6	i.	3 marks for software + 2 marks for file formats	<b>5</b>
	ii.	Depends on explanation	<b>5</b>
	iii.	Depends on explanation	<b>5</b>

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