# LOYOLA COLLEGE (AUTONOMOUS), CHENNAI - 600 034



### **B.Sc.** DEGREE EXAMINATION - **COMPUTER SCIENCE**

#### FIFTH SEMESTER - NOVEMBER 2019

### 17UCS5ES04 - COMPUTER GRAPHICS

Date: 06-11-2019 Dept. No. Max.: 100 Mark	Date: 06-11-2019	Dept. No.		Max. : 100 Mark
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Time: 09:00-12:00

### **PART A**

# Answer the following

10x2=20 marks

- 1. What is frame buffer?
- 2. List out the basic geometric transformations.
- 3. Write the difference between window and viewport.
- 4. Write note on Normalized device coordinates.
- 5. What is the use of Document Imaging Application?
- 6. Define Image Annotation.
- 7. What is mean by Animation?
- 8. Write any two animation file formats.
- 9. Define Action Script.
- 10. What is timeline in Flash?

#### **PART B**

### Answer the following

5x8=40 marks

11 a. Differentiate Random scan and raster scan display techniques.

OR

- b. Explain the working of DDA line drawing algorithm with procedure.
- 12 a. Write short notes on parallel and perspective projections.

OR

- b. Explain any two color models in detail.
- 13. a. List the basic objects of multimedia systems.

OR

- b. Explain briefly about Multimedia Databases.
- 14. a. What are the types of animations? Explain with example.

OR

- b. Write short note on the uses of animations.
- 15. a Explain any four Flash Tools in detail.

OR

b. How will you draw simple shapes and objects in Flash?

### **PART C**

## **Answer any two Questions**

2x20=40 marks

- 16. a. Explain the attributes of output primitives in detail.
  - b. Write short notes on the following:
    - i) 3D Rotation
    - ii) Three Dimensional Viewing functions.
- 17. a. Explain the following:
  - i) Principles of Animation.
  - ii) Animation softwares.
  - b. Explain multimedia system architecture with neat diagram.
- 18. a. Explain Tween Based Animations in Flash with example.
  - b. Explain the following 2D transformations and give their matrix representations.
    - i) Translation
    - ii) Rotation
    - iii) Scaling

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