

(6 pages)

Reg. No. :

Code No. : 9337

Sub. Code : KCAM 32

M.C.A. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2017.

Third Semester

Computer Applications

COMPUTER GRAPHICS AND MULTIMEDIA

(For those who joined in July 2016 and afterwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. Translation is a ————— that moves objects without deformation.
(a) Rigid body transformation
(b) Composite transformation
(c) Homogeneous transformation
(d) None

2. Every line point in a picture is assigned a four digit binary code is called ————.
(a) Template code (b) Region code
(c) Intersect code (d) None
3. Back Face detection method is a ———— method.
(a) Object space method
(b) Image space method
(c) Origin space method
(d) None
4. In a viewing co-ordinate reference frame, we first pick a world coordinate position is called ————.
(a) View up vector
(b) View plane normal vector
(c) View reference point
(d) None
5. ————— is a system independent image format.
(a) GIF (b) JPEG
(c) PNG (d) TIFF

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6. _____ tweening allows to place a symbol in different places on the stage in different key frame.
- (a) Place (b) Movement
(c) Both (a) and (b) (d) None
7. RTP stands for _____.
- (a) Real-Time Transport Protocol
(b) Real-Time Transmit Protocol
(c) Run-Time Transform Protocol
(d) None
8. RTP is used in the conjunction with _____.
- (a) RTCP (b) SIP
(c) Qos (d) UDP
9. Which presentation attribute is easy to read _____?
- (a) Consistency (b) Clarity
(c) Detectability (d) Legibility
10. _____ protocol is used in unix-to-unix copy program.
- (a) File share (b) File manage
(c) File transfer (d) None

PART B — (5 × 5 = 25 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) What are the two basic dimensional transformation? Discuss any one.

Or

- (b) What is Polygon Clipping? Discuss by one.

12. (a) What is 3D viewing? Discuss viewing coordinates.

Or

- (b) Write about 3D translation method.

13. (a) Write the components of multimedia.

Or

- (b) Discuss about audio signal processing in multimedia.

14. (a) Write about multimedia stream characteristics for continuous media.

Or

- (b) Write short notes on multimedia databases.



15. (a) Discuss about multimedia conferencing.

Or

- (b) Write about multimedia file sharing.

PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Explain about line clipping with its algorithms.

Or

- (b) Discuss about interactive input methods.

17. (a) Enumerate about Depth Buffer method with its implementation.

Or

- (b) Discuss about scan line method with its implementation.

18. (a) Enumerate about multimedia authoring with authoring tools.

Or

- (b) Discuss about animation key frames and tweeing techniques.

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19. (a) Discuss about streaming of audio and video communication.

Or

- (b) Write about multimedia communication standards.

20. (a) Explain the development and evaluation of multimedia system.

Or

- (b) How to develop multimedia project? Give one example.

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