

(6 pages)

Reg. No. : .....

Code No. : 10334 E Sub. Code : AMCS 63

B.Sc. (CBCS) DEGREE EXAMINATION,  
APRIL 2023

Sixth Semester

Computer Science — Core

COMPUTER GRAPHICS AND VISUALIZATION

(For those who joined in July 2020 only)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. Each screen point is referred to as a \_\_\_\_\_  
(a) Pivot (b) Pixel  
(c) Dot (d) Indent
2. Color CRTs in graphics systems are designed as \_\_\_\_\_ monitors.  
(a) RGB (b) CMYK  
(c) HLS (d) None

3. There are \_\_\_\_\_ types of translation in computer graphics.  
(a) Five (b) Three  
(c) Four (d) Two
4. Bitmap is a collection of \_\_\_\_\_ that describes an image.  
(a) Pixels (b) Algorithms  
(c) Bits (d) Colors
5. Which of the following is a primary output device of a graphics system?  
(a) Printer (b) Mouse  
(c) Video Monitor (d) Keyboard
6. Which of the following is defined as the process of elimination of parts of a scene outside a window or a viewpoint.  
(a) Cutting (b) Rotating  
(c) Clipping (d) Editing
7. \_\_\_\_\_ is the process of changing or modifying the size of objects.  
(a) Scaling (b) Shearing  
(c) Rotation (d) Translation

Page 2 Code No. : 10334 E









PART C — (5 × 8 = 40 marks)

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

Each answer should not exceed 600 words.

16. (a) Explain the classifications for graphics software.

Or

- (b) Describe input devices for graphical applications in detail.

17. (a) Explain the basic two dimensional geometric transformations in detail.

Or

- (b) Explain line attributes of output primitives.

18. (a) Describe Cohen–Sutherland Line Clipping algorithm in detail.

Or

- (b) Explain Clipping operations in detail.

19. (a) Discuss the logical classification of input devices.

Or

- (b) Explain three dimensional display methods in detail.

Page 5 Code No. : 10334 E

20. (a) Describe projection in detail.

Or

- (b) Explain HSV color model in detail.
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Page 6 Code No. : 10334 E

