

C 3160

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2007.

CSE- Sixth Semester

CS 1354 — COMPUTER GRAPHICS AND MULTIMEDIA SYSTEM

(Regulation 2001)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Explain the disadvantages of DDA line drawing algorithm.
2. Define vanishing point with an example.
3. Define morphing.
4. Define view port with an example.
5. Define Multimedia.
6. List the components of Multimedia.
7. List any four hardware requirement of Multimedia.
8. What is MIDI?
9. List 3 multimedia authoring tool.
10. What is meant by media communication?

PART B — (5 × 16 = 80 marks)

11. (a) Explain the basic concept of Midpoint ellipse algorithm. Derive the decision parameter for the algorithm and write down the algorithm steps. (16)

Or

- (b) (i) Explain two dimensional Translation and Scaling with an example. (8)
- (ii) Obtain a transformation matrix for rotating an object about a specified pivot point. (8)

12. (a) Explain 3D basic transformation with an example. (16)

Or

(b) (i) Design a storyboard layout and accompanying key frames for an animation of a single polyhedron. (9)

(ii) How to specify objects motion in an animation system. (7)

13. (a) (i) List the Multimedia application. Explain them briefly. (12)

(ii) Briefly discuss the history and future of Multimedia. (4)

Or

(b) (i) Explain the characteristics of MDBMS. (10)

(ii) Write short notes on multimedia system architecture. (6)

14. (a) List the types of fixed and removable storage devices available for multimedia, and discuss the strengths and weakness of each one. (16)

Or

(b) Explain the data compression technique used in multimedia. (16)

15. (a) (i) Distinguish between multimedia system and hypermedia system. (4)

(ii) List the main attribute, benefits and drawbacks of 3 types of authoring systems. (12)

Or

(b) Write short notes on the following :

(i) Mobile messaging. (8)

(ii) Document management. (8)