

M.C.A. DEGREE EXAMINATIONS: NOVEMBER 2009

Third Semester

P07CA304: COMPUTER GRAPHICS AND MULTIMEDIA

Time: Three Hours

Maximum Marks: 100

Answer ALL Questions:-

PART A (10 x 2 = 20 Marks)

1. What is bitmap?
2. Where do you use Clipping?
3. What is meant by Transformation?
4. Distinguish between Window port and View port.
5. What is key frame?
6. What do you mean by tweening?
7. What is an MPC?
8. What are the types of sound objects in multimedia production?
9. List out the tools for collaborative computing.
10. What are the contents of synchronization?

PART B (5 x 16 = 80 Marks)

11. (a) (i) Describe the types of CRT. (8)
(ii) Explain the DDA algorithm for drawing a line segment from (2, 3) to (10, 8). (8)

(OR)

- (b) (i) Explain in detail about Mid Point Circle algorithm. (8)
(ii) Write short notes on Text Clipping. (8)

12. (a) (i) Explain in detail about basic 2D transformation techniques. (8)
(ii) Give the logical classification of input devices. (8)

(OR)

- (b) (i) Write short notes on Bezier curves. (8)
(ii) Explain in detail about Window to View port transformation. (8)

13. (a) (i) Discuss about BSP tree method. (8)
(ii) What is animation? Explain the animation sequences. (8)

(OR)

- (b) (i) Explain briefly about projection. (8)
(ii) Explain the following.
(a) RGB Color model (4)
(b) CMY Color model (4)

14. (a) (i) Write down the steps for Image Recognition. (8)
(ii) Discuss about MIDI with an example. (8)

(OR)

- (b) (i) What is Data Stream ? Explain its characteristics. (8)
(ii) Explain in detail about controlling animation. (8)

15. (a) (i) Describe Collaborative Computing. (8)
(ii) Explain the role of VOD. (8)

(OR)

- (b) (i) What is MDBMS? Explain its characteristics. (8)
(ii) Discuss about Elementary Media Synchronization. (8)
