

COMPUTER GRAPHICS AND MULTIMEDIA

(Code : CST - 501)

Full Marks : 70

Time : 3 hours

Answer any five questions

Figures in the right-hand margin indicate marks

- 1. (a) Name two graphics primitives. 2
- (b) Define display system. Explain Raster scan display. 5
- (c) Define computer graphics. Explain different applications of computer graphics. 7
- 2. (a) State the different components of multimedia. 2
- (b) Explain the translation and scaling transformation in 2D. 5

- (c) Discuss Bresenham's line drawing algorithm for drawing a line. 7
- 3. (a) What do you mean by clipping? 2
- (b) What is viewing transformation? Explain with the procedure for transform of 2D window co-ordinate to viewport co-ordinate. 5
- (c) Define spline representation. Explain Bezier curves and surfaces. 7
- 4. (a) Define polygon mesh. 2
- (b) Discuss about different light sources used in 3D modelling. http://www.sctevtonline.com 5
- (c) Define Projection. Explain different types of projection. 7
- 5. (a) What is the use of a coustics? 2
- (b) Differentiate between Raster graphics and vector graphics. 5

(Turn Over)

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(3)

- (c) State the function of amplifiers and explain different audio formats used in digital audio. 7
6. (a) Define colour Palette. 2
- (b) Explain Scaling, cropping and rotation of an image. 5
- (c) Discuss about the features of TV broadcast standards – PAL, NTSC, SECAM. 7
7. Write short notes on the following : $3\frac{1}{2} \times 4$
- (i) MPEG
- (ii) Image file format
- (iii) Mid Point circle Algorithm
- (iv) Specular reflection
- (v) Layer
- (vi) Clipping.

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