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Question Paper Code : 90407

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2022.

Sixth/Seventh Semester

Computer Science and Engineering

CS 8092 – COMPUTER GRAPHICS AND MULTIMEDIA

(Common to: Information Technology)

(Regulations 2017)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is called a shadow buffer?
2. Define refresh buffer/flame buffer.
3. Define Scaling.
4. Define Fractal.
5. Define Translation.
6. Define Shear
7. What is Image Processing?
8. State some applications of RAID systems?
9. What is client side scripting?
10. What is virtual reality?

PART B — (5 × 13 = 65 marks)

11. (a) (i) Explain in detail about the RGB color mode. (6)
- (ii) Define HSV AND HLS Color model. (7)
- Or
- (b) (i) Describe about Filled Area Primitives with algorithms. (8)
- (ii) Define CMY color model. (5)

12. (a) (i) Explain in detail about the Computer Graphics Window to Viewport Co-ordinate Transformation. (7)
(ii) Define about Two-dimensional Viewing And Clipping. (6)

Or

- (b) (i) List few of the properties of line drawing algorithm and explain in detail with the equations. (7)
(ii) Define the Two dimensional viewing. (6)

13. (a) (i) Explain the various types of video mage processing. (7)
(ii) Give definition for B-Spline Curve. (6)

Or

- (b) (i) Define Clipping and its types in detail. (7)
(ii) Define Super-quadratic and blobby objects. (6)

14. (a) (i) State the types of RAID systems? (6)
(ii) Explain the file formats for multimedia data interface standards. (7)

Or

- (b) (i) Explain the various multimedia elements. (7)
(ii) Explain few multimedia Input and Output Devices. (6)

15. (a) (i) Explain hypermedia messaging and its components briefly. (7)
(ii) Define Hypermedia message components in detail. (6)

Or

- (b) (i) Define distributed multimedia systems and explain about the components. (7)
(ii) What are all the required steps to be followed for creating hypermedia message? (6)

PART C — (1 × 15 = 15 marks)

(Q.No. 16 is Compulsory)

16. (a) (i) Explain the key design issues in user interface design. (8)
(ii) Explain the types of clipping operations in detail. (7)

Or

- (b) (i) Explain in detail about blender graphics modeling. (8)
(ii) Describe in detail about video compression techniques. (7)