

Code No: **R42031****R10****Set No. 1****IV B.Tech II Semester Supplementary Examinations, April - 2018****INTERACTIVE COMPUTER GRAPHICS****(Mechanical Engineering)****Time: 3 hours****Max. Marks: 75****Answer any FIVE Questions  
All Questions carry equal marks****\*\*\*\*\***

- 1 a) Explain about video display devices. [8]  
b) Write about raster scan and random scan systems. [7]
- 2 a) Explain about Bresenham's line drawing algorithm. [8]  
b) Write about scan-line polygon fill algorithm. [7]
- 3 a) Describe about viewing pipe-line and viewing coordinate reference frame. [8]  
b) Write about Cyrus-beck line clipping algorithm. [7]
- 4 a) Explain about spline representation and Hermite curve. [8]  
b) Describe about Bezier and B-spline surfaces. [7]
- 5 a) Explain about diffuse reflection lambert's cosine law and specular reflection. [8]  
b) Write about gourand shading algorithm. [7]
- 6 Explain the classification of visible surface detection methods in detail. [15]
- 7 a) Describe the general computer animation functions and computer animation language. [10]  
b) Write about motion specifications. [5]
- 8 a) Describe the architecture of multimedia-systems and technology. [8]  
b) Explain about object-oriented authoring tools. [7]