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BSAAVC 151

**Credit Based Second Semester B.Sc. (Animation and Visual Effects) Degree
Examination, September 2022
(2018 –19 and Earlier Batches)
COMPUTER GRAPHICS**

Time : 2 Hours

Max. Marks : 70

SECTION – A

Answer **any five** of the following questions :

(2×5=10)

1. Define scanline techniques.
2. Write any two geometric transformations.
3. What is projection ?
4. Define shadows.
5. Mention the uses of ray casting.
6. What is back face culling ?
7. Name any two image precision techniques.

SECTION – B

Answer **any four** of the following :

(6×4=24)

1. Explain texts and colours in Java 2D.
2. Explain the process of movements based on transformations.
3. Explain the importance of surface modeling in graphics.
4. What is Scenegraph ? Explain.

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5. Explain the importance of clipping volumes.
6. Explain the steps involved in collision detection in Java 3D.

SECTION – C

Answer **any three** of the following :

(12×3=36)

1. Explain the importance of illumination and shading in animation.
 2. What is Foley ? Explain its importance.
 3. How to create Fog effects in Java 3D ? Explain the steps.
 4. Explain the process of animation in Java 3D.
 5. Explain the Radiosity Model.
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