

Reg No.: _____

Name: _____

APJ ABDUL KALAM TECHNOLOGICAL UNIVERSITY

Fifth Semester B.Tech Degree Regular and Supplementary Examination December 2020

Course Code: IT367**Course Name: COMPUTER GRAPHICS AND MULTIMEDIA**

Max. Marks: 100

Duration: 3 Hours

PART A*Answer any two full questions, each carries 15 marks.*

Marks

- | | | |
|---|---|-----|
| 1 | a) Explain the basic working of raster and random scan display systems. | (8) |
| | b) Explain major steps of data compression in multimedia systems. | (7) |
| 2 | a) Explain Mid-point circle drawing algorithm and draw a circle with centre (3,3) and its radius 5. | (8) |
| | b) Compare source coding and entropy coding in multimedia. | (7) |
| 3 | a) Differentiate Boundary fill algorithm and flood fill algorithm. | (8) |
| | b) Explain different types of MPEG frames/image coding for processing and audio encoding. | (7) |

PART B*Answer any two full questions, each carries 15 marks.*

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|---|--|-----|
| 4 | a) Explain the working principle of LCD. | (7) |
| | b) Consider the square A(1,0), B(0,0), C(0,1), D(1,1). Rotate the square ABCD by 45 degree clockwise about fixed point A(1,0).(hint-, $\sin 45 = \cos 45 = \frac{\sqrt{2}}{2}$). Write composite Transformation Matrix and draw resulting figure. | (8) |
| 5 | a) Explain OLED and AMOLED. | (8) |
| | b) What is a <i>shearing</i> transformation? Give the transformation matrices for <i>x</i> -direction and <i>y</i> -direction <i>shear</i> . | (7) |
| 6 | a) How E-Paper displays works? | (7) |
| | b) A triangle is defined by matrix | (8) |

$$\begin{pmatrix} 2 & 4 & 4 \\ 2 & 2 & 4 \end{pmatrix}$$

$$\begin{pmatrix} 2 & 2 & 4 \end{pmatrix}$$

Find the transformed coordinates after the following transformation

(1) 90o rotation about origin.

(2) Shearing along x axis by 1 unit

PART C

Answer any two full questions, each carries 20 marks.

- 7 a) A triangle PQR whose coordinate given by P (100,150), Q(200,250),and R(300,200) is to clipped against a rectangular window whose coordinates are given by A(150,150),B(150,200),C(200,200) and D(200,150). Apply Sutherland Hodgeman polygon clipping algorithm to generate a new set of output vertices. Draw the final clipped polygon (10)
- b) Explain histogram equalization and perform histogram equalization on following 8×8 image. The gray level distribution of image is given below (10)
- | | | | | | | | | |
|---------------|---|----|----|---|----|----|---|---|
| Gray level: | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| No. Of pixel: | 8 | 10 | 10 | 2 | 12 | 16 | 4 | 2 |
- 8 a) Let ABCD be the rectangular window with A(10,10) B(80,10) C(80,70) and D(10,70). Find region code for the end points to clip the line PQ using Cohen-Sutherland algorithm with P(0,30)and Q(60,90). (10)
- b) Explain Back Face Detection method for visible surface detection Scan line. (10)
- 9 a) Explain 3D Transformation and its composite matrix formation. (10)
- b) Explain different steps involved in Digital Image Processing. (10)
