C 22587 (Pages : 2) Name.....

Reg. No.....



**SIXTH SEMESTER B.TECH. (ENGINEERING) DEGREE (2014 SCHEME) EXAMINATION, APRIL 2017**

Computer Science Engineering

CS/IT 14 602—COMPUTER GRAPHICS AND MULTIMEDIA

Time : Three Hours Maximum : 100 Marks

## Part A

*Answer any* **eight** *questions out of* **ten.**

1. Explain different 2D transformations with suitable diagrams.
2. Describe the architecture of a Raster Graphics System.
3. What are the powerful 3D modeling and animation tools ?
4. How the input devices are logically classified ?
5. Explain in detail about authoring in multimedia ?
6. What is video on demand ? Explain.
7. State various classification schemes of computer animation.
8. Explain the synchronizations issues in multimedia communication systems.
9. Why is data compression or file compression highly desirable for multimedia activities ?
10. What is meant by a group of pictures in H.261 and MPEG video encoding ?

(8 × 5 = 40 marks)

## Part B

1. (a) Explain any popular line clipping procedure using suitable example.

*Or*

(b) Derive equations for window-view port transformation.

2. (a) Write short notes on three dimensional viewing and functions.

*Or*

(b) Explain basic transformation methods.

**Turn over**

3. (a) Briefly describe about Multimedia System Architecture.

*Or*

(b) Explain about how audio and video used for multimedia.

4. (a) Discuss about the classification of coding techniques.

*Or*

(b) How does MPEG audio compression achieve critical band approximation ? List three coding methods in MPEG.

(4 × 15 = 60 marks)