

BACHELOR OF TECHNOLOGY (CBCS - 2023)
B. Tech. Sem-IV Computer Science & Engineering : SUMMER : 2025
SUBJECT: COMPUTER GRAPHICS & MULTIMEDIA

Day : Monday
Date : 02/06/2025

S-29276-2025

Time : 10:00 AM-01:00 PM
Max. Marks : 60

NB :

1. Assume suitable data, if necessary.
2. Draw neat labelled diagrams WHEREVER necessary.
3. Figures to the right indicate FULL marks for the question.
4. All questions are COMPULSORY.

- Q. 1 Write Bresenham's Circle algorithm with example. (10)
OR
- Q. 1 Find out the intermediate points of a line having end points A(0,0) and B(4,5) using DDA Algorithm. Also write DDA Line drawing algorithm. (10)
- Q. 2 Comment on the advantages of using 8 connected method while using Flood Fill algorithm over 4 connected method with suitable example. (10)
OR
- Q. 2 Write a short note on interpolation and approximation. (10)
- Q. 3 Define the following. (10)
- Window
 - View Port
 - View up vector.
 - Viewing transformation
 - Point clipping.
- OR
- Q. 3 Explain Cohen-Sutherland line clipping algorithm. (10)
- Q. 4 Evaluate the 3D transformation matrix rotation about an arbitrary axis. (10)
OR
- Q. 4 Explain Parallel projection & Perspective projection. (10)
- Q. 5 Explain in detail about the MDIS. (10)
OR
- Q. 5 Explain Multimedia system architecture of multimedia workstation environment. Also discuss multimedia application in detail. (10)
- Q. 6 Write short note on following: (10)
1. Mass storage for multimedia server

Multiserver network topologies.

OR

Q. 6 Describe the types of multimedia authoring system and list the main attribute, benefits and drawbacks of authoring systems. (10)

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