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Question Paper Code : Q 2166

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Sixth Semester

(Regulation 2004)

Computer Science and Engineering

CS 1354 — GRAPHICS AND MULTIMEDIA

(Common to B.E. (Part-Time) Fifth Semester – Regulation – 2005)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. How is the frame buffer loaded when straight-line segments and other objects are scan converted for display with a raster system?
2. What do you mean by spline curves? What are the two boundary conditions to obtain those curves?
3. Define projection. What are its methods?
4. What is morphing? Where it can be applied?
5. What is the use of OCR technology? How this technique should process the captured information?
6. What are the three classes of single-monitor architecture?
7. What are the techniques used for image enhancement by the image scanners?
8. How do you measure the performance of the voice recognition software?
9. Define video panning and zooming.
10. What is hypermedia messaging?

PART B — (5 × 16 = 80 marks)

11. (a) Explain midpoint ellipse generating algorithm in detail. (16)

Or

(b) Discuss all two-dimensional geometric transformation in detail. (16)

12. (a) (i) Explain three dimensional transformations. (8)

(ii) Write about RGB color model briefly. (8)

Or

(b) (i) Write short notes on animation. (4)

(ii) Write down a program for conversion between HSV and RGB color models. (12)

13. (a) (i) Write about multimedia application in detail. (6)

(ii) What are the evolving technologies for multimedia systems? Explain them briefly. (10)

Or

(b) Explain the multimedia databases in detail. (16)

14. (a) Explain JPEG methodology and discuss their advantages. (16)

Or

(b) Explain RAID in detail. (16)

15. (a) Discuss the design issues and types of multimedia authoring systems. (16)

Or

(b) Describe distributed multimedia systems. (16)