



Reg. No.:

Name:

W6933

University of Kerala

Third Semester FYUGP Degree Examination, November 2025

Discipline Specific Core Course

COMPUTER SCIENCE

UK3DSCCSC203/ UK3DSCCAP204 - Computer Graphics

Academic Level: 200-299

2024 Admission

Time: 1 Hour 30 Minutes(90 Mins.)

Max. Marks: 42

Part A. 6 Marks.Time:6 Minutes.(Cognitive Level:Remember(RE)/Understand(UN)) Objective Type. 1 Mark Each.Answer all questions

Qn No.	Question	CL	CO
1	Define oblique projection	RE	4
2	Identify pivot point	RE	2
3	State Pixel.	UN	1
4	Define World Coordinate.	UN	2
5	Classify the types of transformations?	UN	3
6	Classify the different color Models	UN	1

Part B.8 Marks.Time:24 Minutes.(Cognitive Level:Understand(UN)/Apply(AP))Short Answer. 2 marks each.Answer all questions

Qn No.	Question	CL	CO
7	Explain the shearing transformation	UN	3
8	Explain modelling and world coordinates.	UN	2
9	Explain any four 3D display techniques.	AP	4
10	Explain the role of a Frame Buffer in Computer graphics	AP	1

Part C. 28 Marks.Time:60 Minutes (Cognitive Level:Apply(AP)/Analyse(AN)/Evaluate(EV)/Create(CR)) Long Answer.7 marks each.Answer all 4 Questions choosing among options * within each question

Qn No.	Question	CL	CO
11	A)	AP	1, 1

Qn No.	Question	CL	CO
	<p>Explain the Working Principal of CRT display device with neat diagram</p> <p>OR</p> <p>B)</p> <p>Identify the different color models in graphics</p>		
12	<p>A)</p> <p>Explain the types of 2D transformations in computer graphics.</p> <p>OR</p> <p>B)</p> <p>Illustrate perspective projection in detail</p>	AN	3, 4
13	<p>A)</p> <p>Explain DDA Algorithm</p> <p>OR</p> <p>B)</p> <p>Compare the A buffer and the Z buffer algorithms</p>	EV	2, 4
14	<p>A)</p> <p>Explain Polygon Clipping.</p> <p>OR</p> <p>B)</p> <p>Write a program for 2D translation of a triangle</p>	CR	3, 3