

Exam Code: 1261
Sub. Code: 8803

1069

Certificate Course (Add-on)
Animation and Graphics

ANG-101: Introduction to Animation and Graphics

Time allowed: 3 Hours

Max. Marks: 65

NOTE: Attempt five questions in all, including Question No. IX (Unit-V) which is compulsory and selecting one question each from Unit I - IV.

x-x-x

UNIT - I

- I. a) Describe the applications of computer graphics.
b) Explain the following graphic input devices:
i) Digitizer Tablet
ii) Joystick
iii) Light Pen (7,6)
- II. Describe the elements of a graphics workstation. Compare a graphics workstation with a typical personal computer. (13)

UNIT - II

- III. a) Explain the components and working of CRT.
b) Explain the working of Random Scan systems. (7,6)
- IV. a) Explain the Shadow mask and Beam penetration methods of Color display.
b) Explain the working of Plasma Panel displays. (7,6)

UNIT - III

- V. a) Explain how Images are captured for generating graphics. Also explain the attributes of images.
b) Explain any two image file formats along with their features and limitations. (7,6)
- VI. a) Explain the features of any two multimedia development platforms.
b) Explain how simple multimedia can be generated by using Microsoft PowerPoint. (7,6)

UNIT - IV

- VII. a) Explain principle and use of animation in multimedia.
b) Explain the factors which affect the quality and storage of images. (7,6)
- VIII. a) Write a note to describe the role of animation in computer graphics.
b) Explain the techniques used for animation. (7,6)

(2)

UNIT – V

IX. Attempt the following:-

- a) Distinguish between Raster and Vector graphics. (3)
- b) How does Resolution affect image quality? (2)
- c) List the various graphics file formats. (2)
- d) What are the advantages of Flat panel displays? (2)
- e) What is Multimedia? (2)
- f) What is the importance of animation in the field of computer graphics? (2)

x-x-x