BCA (2013 & Onward)   (Sem.–6)
COMPUTER GRAPHICS
Subject Code : BSBC-602
M.Code : 71211

Time : 3 Hrs.   Max. Marks : 60

INSTRUCTION TO CANDIDATES :
1.   **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2.   **SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.**

SECTION-A

1.   **Answer briefly :**

   a) Give the introduction of passive graphics.

   b) Explain Random Scan display.

   c) What are flat panel devices?

   d) What is function of lookup table?

   e) What are flood fill techniques?

   f) What is use of Sutherland algorithm?

   g) Write about windows and view port.

   h) Define shearing.

   i) Discuss about graphic tablets.

   j) Write the color models available in graphics.

SECTION-B

2. What is function of image scanning in graphics? Discuss types of graphs.

3. Explain Bresenham's line drawing algorithms along with their derivations.

4. a) Write a short note on Midpoint circle Algorithm.

   b) With suitable examples explain all 3D transformations.

5. Why clipping is used in graphics? Discuss text clipping.

6. Describe the 2-D transformation matrix for rotation about arbitrary point.

7. What are different types of projections in computer graphics? Explain with example.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.