

Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

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

Date of Examination : 03-01-2023

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 active graphics.
- b) Explain Raster Scan display.
- c) What are color models?
- d) Write a short note on lookup table.
- e) What are area filling techniques?
- f) Discuss the applications of Liang Barsky algorithm.
- g) Define reflection.
- h) What are digitizers in computer graphics?
- i) Discuss character generation in graphics.
- j) Give an example of 3D view.

SECTION-B

2. What is function of graphics monitors and workstations in computer graphics applications?
3. Explain Bresenham's circle 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. Discuss the need for clipping. What is line clipping?
6. What are the various 2-D transformations? Discuss translation and scaling with examples.
7. Differentiate parallel and perspective projections and derive the mathematics of projection.

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