<b>B</b> . U N .							
Roll No.						Í I	

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.

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.