

B.C.A. - III (CBCS Pattern) Sem-V
008 Paper-III (Elective-II) : Computer Graphics

P. Pages : 1

Time : Three Hours



GUG/W/22/13083

Max. Marks : 40

- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw neat and labelled diagrams wherever necessary.
 3. Avoid vague answers and write answers relevant and specific to questions only.

Either:

1. a) What is Pixel? Explain about displaying the Frame Buffer in detail. 4
- b) List and Explain Display Devices of Computer Graphics. 4

OR

- c) Discuss about Display File Structure in detail. 4
- d) What is Character generation? Explain primitive operation in detail. 4

Either:

2. a) What are Polygons? Explain the algorithm of filling polygons. 4
- b) Discuss in detail about Scaling Transformations in computer Graphics. 4

OR

- c) What is Segment creation? Explain Raster Technique in detail. 4
- d) Explain Homogeneous Coordinates and translation in computer Graphics. 4

Either:

3. a) What is Clipping? How Clipping of Polygons gets done? 4
- b) Explain the concept of Multiple Windowing in detail. 4

OR

- c) Discuss Event handling and Pick with a locator in detail. 4
- d) Difference between parallel and perspective projection. 4

Either:

4. a) Explain painters Algorithm in detail. 4
- b) What is Shading? Explain Specular Reflection. 4

OR

- c) Write a short note on Hidden surface check. 4
- d) Discuss about B-Splines and Curves in detail. 4

5. Attempt all the questions.
- a) What is vector? Give the details of vector generation. 2
- b) Write in short about Rotation transformation in Computer Graphics. 2
- c) Explain Rotation about arbitrary axis. 2
- d) What is Transparency and Shadow in Computer graphics? 2
