

**SECTION – B (3 × 20 = 60)**

**Answer any THREE Questions.  
All questions carry equal marks.**

- 11. (a) Explain the conceptual framework for interactive graphics. [12]
- (b) List out the various uses of computer graphics. [8]
- 12. Explain the 2D transformations and their matrix representations with example. [20]
- 13. (a) Explain the Depth Buffer algorithm for Hidden surface elimination. [10]
- (b) What is 3D rotation? Explain rotation about an arbitrary axis. [10]
- 14. (a) Explain the various color models in detail. [10]
- (b) Explain the Ray Tracing methods in detail. [10]
- 15. Explain in detail input and output handling in Window systems. [20]

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Register Number:

**6686**

Name of the Candidate:

**B.C.A. DEGREE EXAMINATION - 2008  
SECOND YEAR**

**(PART – III — PAPER-X)**

**640. COMPUTER GRAPHICS**

**(New Regulations – Including Lateral Entry)**

Dec.)

(Time: 3 Hours)

Maximum: 100 Marks

**SECTION – A (8 × 5 = 40)**

**Answer any EIGHT Questions.  
All questions carry equal marks.**

- 1. What is output primitives? Explain.
- 2. Write a note on light pen.
- 3. Write a note on Raster scan displays.
- 4. What is 2D Clipping? Explain.
- 5. Explain the method of Hidden line elimination.
- 6. What is meant by parallel projection? Explain.
- 7. Write a note on surface modelling.
- 8. Explain about Graphics File Formats.
- 9. What are the interactive handling models? Explain.
- 10. List out the advantages of user interface design.