



SA-1898

Third Year B. C. A. (Sem. VI) Examination

March / April – 2011

601 : Computer Graphics

Time : 3 Hours]

[Total Marks : 70

Instructions :

(1)

नीचे दशांशके निशानीवाणी विगतो उत्तरवही पर अवश्य कपवी.
 Fillup strictly the details of signs on your answer book.

Name of the Examination :

Name of the Subject :

Subject Code No. : Section No. (1, 2,.....):

Seat No. :

Student's Signature

(2) Marks are indicated to the right side of Question.

1 Answer following : 14

- (a) What is Scaling ?
- (b) What is pixel and frame Buffer ?
- (c) Name any three file types of Raster Image and Vector Image.
- (d) How a point in second quarter can be represented as Cordinte ?
- (e) What is transformation ?
- (f) What is aspect ratio ?
- (g) What is Random Scan display ?

2 (a) Explain flood fill and scan line algorithms. 7

OR

- (a) Discuss Polygon inside test method. 7
- (b) Discuss line geometry and line generation algorithms. 4

OR

- (b) Discuss geometry of line generation. 4
- (c) Explain various Computer graphics applications. 3

- 3 (a) Discuss DOA algorithm for line generation. 7
- OR**
- (a) Explain Bresenham algorithm. 7
- (b) Discuss the process of Rotating line about origin. 4
- OR**
- (b) Explain the Concept of fractals. Discuss the features of fractals. 4
- (c) Discuss color CRT. 3
- 4 (a) How Transformation matrix are scaled and transformed ? 7
- OR**
- (a) Describe concept of Animation and types of computer Animation. 7
- (b) Explain various line styles. 4
- OR**
- (b) Discuss VEGGEN algorithm. 4
- (c) What is Refresh CRT ? 3
- 5 Write note on following : (any two) 14
- (a) Entertainment Application in computer graphics
- (b) Rotation of object about origin.
- (c) Polygon Filling Algorithm.
- (d) Scaling and Translation of object.
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