



NC-1498

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

September/October – 2011

601 : Computer Graphics

Time : Hours]

[Total Marks : 70

Instructions :

(1)

नीचे दशांशों में निशानियां विगतो उत्तरवही पर अवश्य लखवी.
Fillup strictly the details of signs on your answer book.

Name of the Examination :
T. Y. B. C. A. (SEM. - 6)

Name of the Subject :
601 : COMPUTER GRAPHICS

Subject Code No. : 1 4 9 8 Section No. (1, 2,.....) : Nil

Seat No. :

Student's Signature

(2) Numbers displayed to right side of questions indicate marks.

1 Answer following : 14

- (a) What is aspect Ratio ?
- (b) How images are processed ?
- (c) How A point in second quarter of graph is represented as coordinates ?
- (d) What is frame Buffer ?
- (e) Name any Three files type of Raster and Vector Images.
- (f) Name any two graphic Standard.
- (g) What is Scaling ?

2 (a) Discuss polygon filling Algorithms. Also explain difference between flood fill and Scan line Algorithm. 7

OR

- (a) Explain Polygon Inside test in detail. 7
- (b) Discuss Bresenham algorithm. 4

OR

- (b) Explain VECGEN algorithm. 4
- (c) Discuss Refresh CRT and DVST. 3

NC-1498]

1

[Contd...

3 (a) Explain line geometry and line generation algorithm. 7

OR

(a) Discuss DDA algorithm for line generation. 7

(b) Explain computer graphics applications in various areas. 4

OR

(b) Explain the process of Rotating line about origin. 4

(c) What is fractals ? Explain features of fractals. 3

4 (a) What is Transformation ? How matrix are Scalled and Transformed ? 7

OR

(a) How to Rotate a line about an origin ? Explain the process. 7

(b) Describe Animations and types of Computer Animation. 4

OR

(b) Discuss various line styles. 4

(c) What is Translation ? 3

5 Write notes on following : (any two) 14

(a) Flood fill polygon algorithm

(b) Geometry of line Generation

(c) Scaling of an object at origin and fixed point.

(d) Difference between Raster and Random Graphics.