



SA-1898-R

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

March / April – 2011

601 : Computer Graphics

Time : 3 Hours]

[Total Marks : 70

Instructions :

(1)

नीचे दशावेक निशानीवाणी विगतो उत्तरवकी पर अवश्य बभवी.  
Fillup strictly the details of signs on your answer book.

Name of the Examination :  
THIRD YEAR B. C. A. (SEM. 6)

Name of the Subject :  
601 : COMPUTER GRAPHICS

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

Seal No. : [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ] [ ]

Student's Signature

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

1 Answer following : 14

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

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

OR

- Discuss Polygon inside test method. 7
- Discuss line geometry and line generation algorithms. 4

OR

- Discuss geometry of line generation. 4
- Explain various Computer graphics applications. 3

SA-1898]

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[Contd...

- 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.