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A-3793

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

February / March – 2015

601 : Computer Graphics

Time : 3 Hours] [Total Marks : 70

Instructions :

(1)

નીચે દર્શાવેલ ☛ નિશાનીવાળી વિગતો ઉત્તરવહી પર અવશ્ય લખવી.
Fillup strictly the details of ☛ signs on your answer book.

Name of the Examination :
☛ Third Year B. C. A. (Sem. VI)

Name of the Subject :
☛ 601 : Computer Graphics

☛ Subject Code No. : 3 7 9 3 ☛ Section No. (1, 2,.....) : Nil

Seat No. :

Student's Signature

(2) All questions are compulsory.

1 Answer the following in short : (any five) 10

(1) What is resolution ?

(2) Explain advantages and disadvantages of DVST.

(3) Describe various Line styles.

(4) Explain problem of aliasing. How can it be solved ?

(5) State advantages of winding number method over even-odd method.

(6) Differentiate vector and pixel graphics.

2 Answer following questions in detail : 15

(a) Write and explain VECGEN vector generation algorithm. 7

(b) Explain various line caps and thick line joints. 5

OR

(b) Which relationship exists between slopes of perpendicular lines ? Explain it.

(c) What is slope of line ? Calculate slope of line having two points P1 (6, 3) and P2 (–2, 3) on the line. 3

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3 Write notes on : (any three) **15**

(a) Character Generation Methods

(b) Color CRT

(c) Graphics Standards

(d) Boundary Fill Algorithm.

4 Answer following question in detail : **15**

(a) Explain even-odd method to perform inside test on polygon. **8**

(b) Explain scaling transformation. **7**

OR

(b) Explain shearing transformation.

5 Do as directed : **15**

(a) Explain rotation about origin transformation. **7**

OR

(a) Explain different applications of computer graphics.

(b) Attempt following with the example : **8**

(i) Move a square down 2 units and then right by 3 units.

(ii) Scale the object twice as large then rotate it in anticlockwise by an angle $\Pi/2$.

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