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Total No. of Pages: 01
Total No. of Questions: 07

BCA (Sem.-6th)
COMPUTER GRAPHICS
Subject Code: BSBC-602
Paper ID: [A2378]

Time: 3 Hrs.

Max. Marks: 60

INSTRUCTIONS TO CANDIDATE:*(i) Section –A, is Compulsory.**(ii) Attempt any four Questions from Section-B.***SECTION –A****Q.1.** Write briefly: (10x2=20)

- (a) Define persistence.
- (b) What are homogenous coordinates? Explain their use?
- (c) What is clipping?
- (d) What do you mean by 3D rotation?
- (e) Why is Bresenham's algorithm is better than DDA.
- (f) What are the various area filling techniques.
- (g) What do you understand by the resolution of a monitor?
- (h) What is the symmetry of an ellipse?
- (i) What does text clipping mean? Explain.
- (j) Define translation.

SECTION –B

- Q.2.** Explain the architecture of a Raster scan display with the help of diagram? (10)
- Q.3.** What is projection? Difference between parallel and perspective projection. (10)
- Q.4.** What is clipping? Explain the method of Cohen Sutherland line clipping in detail. Explain with example. (10)
- Q.5.** What are the various transformation possible in 2D? Discuss it. (10)
- Q.6.** What is computer graphics? And its applications. (10)
- Q.7.** Discuss Bresenham's circle rasterizing algorithm in detail. (10)

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