
B.Sc.IT: Semester – III [Computer Graphics]
Question Paper (Apr – 2014) [Revised Course]

- Kamal T.

Time: 3 Hours

Total Marks: 100

N.B.: (1) All Questions are Compulsory.

Q.1 Attempt Both The Question: (10 Marks)

- (A) Write a short note on Raster Scan Display and Random Scan Display. (5)
- (B) What is Dithering and Thresholding? (5)

Q.2 Attempt Any Three From The Following: (15 Marks)

- (A) Explain the working Principle of CRT. (5)
- (B) Explain DDA Line Drawing Algorithm. (5)
- (C) Explain Midpoint Circle Algorithm. (5)
- (D) Write various Applications of Computer Graphics. (5)

Q.3 Attempt Any Three From The Following: (15 Marks)

- (A) Discuss the Scan Conversions Line. (5)
- (B) Explain Two Dimensional Scaling and Translation with an example. (5)
- (C) Write short notes on Shear Transformation. (5)
- (D) Write short notes on Reflection. (5)

Q.4 Attempt Any Three From The Following: (15 Marks)

- (A) Explain Three Dimensional Rotation Transformation. (5)
- (B) Explain the Process of Window to Viewport Mapping. (5)
- (C) Explain types of Perspective Projection. (5)
- (D) Explain Parallel Projection. (5)

Q.5 Attempt Any Three From The Following: (15 Marks)

- (A) Explain the Physical Device Coordinates System (PDCS). (5)
- (B) What is Clipping? What are different types of Clipping? (5)
- (C) Explain Cohen Sutherland Line Clipping Algorithm. (5)
- (D) Explain Seed Filling Algorithm. (5)

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Q.6 Attempt Any Three From The Following: (15 Marks)

- (A) Explain Spline Curves Representation. (5)
- (B) Explain Bezier Curves. (5)
- (C) Write a short note on Conic Curve. (5)
- (D) State the applications of Fractal Geometry. (5)

Q.7 Attempt Any Three From The Following: (15 Marks)

- (A) Write a short note on Shadows. (5)
 - (B) Write a short note on Ray Tracing. (5)
 - (C) Write a short note on Phong Shading. (5)
 - (D) Explain the RGB Color Model. (5)
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