



MS – 546

IV Semester B.C.A. Degree Examination, May/June 2013

(Old Scheme)

COMPUTER SCIENCE

4 BCA-2 : Computer Graphics

Time : 3 Hours

Max. Marks : 80

Instruction : All Sections are compulsory.

SECTION – A

Answer **any eight** questions. **Each** question carries **3** marks.

(3×8=24)

1. Define computer graphics.
2. Explain about the graphics software.
3. Write a short note online.
4. Define polygon.
5. What is translation ?
6. Explain reflection transformation.
7. What is exterior clipping ?
8. Explain rubber band method.
9. Define projection.
10. What is polygon mesh ?

SECTION – B

Answer **any four** questions. **Each** carries **14** marks.

(4×14=56)

11. a) Explain the working of shadow mark method with neat diagram. 8
- b) How are computer graphics used in training and educations ? 6

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- 12. a) Explain mid-point circle algorithm. 7
 - b) Explain the character attributes. 7
 - 13. a) Explain 2D composite transformations. 7
 - b) Discuss the raster method of transformations. 7
 - 14. a) Explain Sutherland Hodgeman polygon clipping. 7
 - b) Explain the concepts of a segment and operations performed on segments. 7
 - 15. a) What are the constraints available in interactive input techniques ? 7
 - b) Explain how Cubic Bezier curves are generated. 7
 - 16. Write a note on :
 - a) What is view distance ? 3
 - b) Explain 3D scaling. 4
 - c) Differentiate between Parallel and Perspective Projection. 5
 - d) Explain about light pen. 2
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