

B.C.A.- III Sem-V
5BCA3 - Computer Graphics Paper-III

P. Pages : 2

Time : Three Hours



GUG/S/19/1115

Max. Marks : 80

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- Notes :
1. All questions are compulsory and carry equal marks.
 2. Draw neat and labelled diagram wherever necessary.
 3. Avoid vague answers and write answers relevant and specific answers only.

1. Either

- a) Write an algorithm for vector generation. **8**
- b) Explain different graphics primitive used in 2D computer graphics. **8**

OR

- c) Explain the two method of character Generation in details. **8**
- d) Explain the following. **8**
- 1) Display control 2) Frame buffers.

2. Either

- a) Explain the polygon representation in details. **8**
- b) Write note on. **8**
- i) Translation transformation. ii) Segment creation.

OR

- c) Explain the scaling transformation in details. **8**
- d) What is segment closing? Explain and write algorithm. **8**

3. Either

- a) Write short note on **8**
- i) Multiple windowing. ii) Generalized clipping.
- b) Explain parallel projection in details. **8**

OR

- c) Write a short note on **8**
- i) Delectability Attribute. ii) Interactive Technology.
- d) Explain the 3D transformation in details. **8**

4. Either

- a) Explain the pointer Algorithm with using suitable example. **8**
- b) What is Shading? Explain the point source illustration in details. **8**

OR

- c) Explain the β -spines curves in details. **8**
- d) Explain the Back Face Removal algorithm. **8**
- 5.** Solve all the questions.
- a) Write a short note on Display File structure. **4**
- b) Write a short note on Raster Technique. **4**
- c) Write a short note on simulating pick with a Locator. **4**
- d) Write a short note on Interpolating polygon. **4**
