Roll No. ☐☐☐☐☐☐☐☐☐☐☐   Total No. of Pages : 02

Total No. of Questions : 07

B.Sc.(Computer Science) (2013 & Onwards)   (Sem.–6)
COMPUTER GRAPHICS
Subject Code : BCS-606
M.Code : 72786

Time : 3 Hrs.   Max. Marks : 60

INSTRUCTION TO CANDIDATES :
1. **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2. **SECTION-B contains SIX questions carrying TEN marks each and a student has to attempt any FOUR questions.**

SECTION-A

1. **Write short notes on :**

    a) What do you mean by SCAN conversion?

    b) Explain color model.

    c) Define Clipping

    d) What do you mean by 2-D homogeneous coordinate system?

    e) What is Perspective Projection?

    f) What is viewing transformation?

    g) Explain RANDOM scan in detail.

    h) What is BUFFER?

    i) What are the various types of GRAPHS?

    j) What are flat panel displays?

SECTION-B

2. Discuss about :

   a) Data Gloves

   b) Joystick

   c) Space ball

   d) Light Pen

   e) Scanners

3. Illustrate the concept of BRESENHAM's Algorithm for LINE along with its derivation.

4. Explain Video Display Devices in detail.

5. List out the major applications of computer graphics in detail.

6. Explain the concept of transformations for Translation, Scaling, Rotation, Shearing and Reflection in 3-D geometric space.

7. Explain Area filling techniques in detail.

NOTE : Disclosure of Identity by writing Mobile No. or Making of passing request on any page of Answer Sheet will lead to UMC against the Student.