

Roll No.

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Total No. of Pages : 2

Total No. of Questions : 07

B.Sc.(IT) (2015 & Onward) (Sem.-6)

COMPUTER GRAPHICS

Subject Code : BSIT-603/BSB-602

Paper ID : [74728]

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTIONS 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 students have to attempt any FOUR questions.

SECTION-A**1. Answer the following :**

- a) What are the applications of Flood Fill algorithm?
- b) What is the difference between Shadow Mask and Beam Penetration method?
- c) What is Look-up table? What is it used for?
- d) What do you mean by Viewport?
- e) Write in brief about the working of Flat-panel displays.
- f) What are the specifications of the RGB color model?
- g) What do you mean by Raster Scan System?
- h) How is a transformation matrix converted into homogenous coordinates?
- i) Write any two applications of Computer Graphics.
- j) Where is Perspective projection used?

SECTION-B

2. What do you mean by Clipping? How is 3-D clipping different from 2-D clipping? Describe the Cohen Sutherland Clipping algorithm.
3. Write a detailed note on Parallel Projection. Which area is it best suited for?
4. What are the various Video Display devices used in Computer graphics? Give the advantages and disadvantages of each of them.
5. What is the Bresenham's algorithm for line and circle drawing? Write in detail with the help of an example.
6. Explain the working of Random and Raster scan monitors. How these two are different from each other and what are their various application areas?
7. Write a detailed note on the various 2-D geometric transformations.

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