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Roll No

MCADD-504

M.C.A. (Integrated), V Semester

Examination, November 2019

Computer Graphics

Time : Three Hours

Maximum Marks : 70

Note: i) Attempt any five questions.

ii) All questions carry equal marks.

1. a) Explain the working of VGA monitors.
b) Briefly describe the logic of line drawing algorithm.
2. a) What are the drawbacks of DDA line drawing algorithm.
b) Write Bresenham's algorithm.
3. a) Explain Boundary fill and flood fill algorithm.
b) List some important properties to be kept in mind while designing curves.
4. a) What do you understand by Geometric transformation?
What is inverse geometric transformation?
b) Define the operations performed by
 - i) Translation
 - ii) Rotation
 - iii) Reflection

5. a) What do you understand by windowing?
b) Explain Cohen-Sutherland algorithm for line clipping.
6. a) How polygon clipping can be processed?
b) What is Ray tracing? Explain basic algorithm.
7. a) What are color models? Differentiate between RGB and CMY systems.
b) Explain 3D viewing.
8. Write short notes on any three:
 - i) Phong shading
 - ii) Bezier curve and its properties
 - iii) Scaling and shearing
 - iv) Antialiasing method
