Roll No

MCADD-504 applograph on A

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

Examination, November 2019

Computer Graphics YMO

Time: Three Hours of Employed

Maximum Marks: 70

iiu) Scaling and shearing

- Note: i) Attempt any five questions.
 - ii) All questions carry equal marks.
- 1. a) Explain the working of VGA monitors. Billiam A. Ivi
 - b) Briefly describe the logic of line drawing algorithm.
- 2. a) What are the drawbacks of DDA line drawing algorithm.
 - b) Write Brose hams 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.

Note: 1) Attempt any five questions.

ii) Komuon

- b) Explain 3D viewing.
- 8. Write short notes on any three:
 - i) Phuong shading
 - ii) Bezier curve and its properties
 - iii) Scaling and shearing
 - iv) Antialiasing method Who anishove the makes the

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