

Roll No.

Total No. of Pages : 02

Total No. of Questions : 07

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

COMPUTER GRAPHICS

Subject Code : BSIT-603/BSB-602

M.Code : 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) Give introduction to active graphics.
 - b) What are graphic tablets?
 - c) What are 3-D viewing devices?
 - d) Which are color models in graphics?
 - e) What is area filling technique?
 - f) Discuss homogeneous systems.
 - g) Define Reflection.
 - h) Write use of clipping in graphics.
 - i) Discuss character generation in graphics.
 - j) Give an example of Projection.

SECTION-B

2. What are the applications of computer graphics in modern technology?
3. Discuss various display devices available in computer Graphics with their features.
4.
 - a) Show architecture of Random Scan Monitors.
 - b) Write a short note on Bresenham's Algorithm for circle.
5.
 - a) With suitable examples explain all 3D transformations.
 - b) Discuss the use of Cohen-Sutherland algorithm in graphics.
6. What are the various 2-D transformations? Discuss various geometric transformations with examples.
7. Differentiate parallel and perspective projections? How they are used in 3-dimensional graphics.

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.