

Roll No.....

Total No.of Pages:01

BCA,MAY –2014
COMPUTER GRAPHICS
Paper Code (BC-503(N2))
Paper Id. [B0221]

Time : 03 Hours

Maximum Marks : 60

Instruction to Candidates :

- 1) **Section – A is Compulsory.**
- 2) **Attempt any Four questions from Section – B.**

SECTION - A

Q1)

(10 x 2 = 20)

- a) Explain the working of Light pen.
- b) Differentiate between inkjet and laser printer.
- c) Differentiate between raster and random scan displays.
- d) Define Resolution
- e) What are the techniques for scan conversion ?
- f) How the effects of aliasing can be minimized ?
- g) Define device coordinate system.
- h) What do you mean by perspective projections ?
- i) What are various area filling techniques ?
- j) What do you mean by 3D rotation.

SECTION – B

(4 x 10 = 40)

Q2) Explain the working of any five graphical input devices in detail.

Q3) Define CRT and explain color CRT monitors.

Q4) What is raster scan ? Explain raster scan systems in detail.

Q5) Discuss bresenham's line drawing algorithm with example.

Q6) Define clipping. Explain any two 2D line clipping algorithms.

Q7) What do you mean by projection? Discuss various types of parallel projection in detail.

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