Total No. of Pages : 02

Total No. of Questions : 18

B.Tech. (CSE) (2012 to 2017) (Sem.–5)
COMPUTER GRAPHICS
Subject Code : BTCS-504
M.Code : 70537

Time : 3 Hrs.

Max. Marks : 60

INSTRUCTION TO CANDIDATES :
1. SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.
2. SECTION-B contains FIVE questions carrying FIVE marks each and students have to attempt any FOUR questions.
3. SECTION-C contains THREE questions carrying TEN marks each and students have to attempt any TWO questions.

SECTION-A

Answer briefly :

1) What is resolution in computer graphics?

2) Explain Raster Scan System.

3) Discuss matrix representation.

4) What is reflection transformation?

5) What is the role of computer graphics in virtual reality?

6) What is the concept of a vanishing point?

7) Write about windows and view port.

8) What is text clipping?

9) Discuss Ellipse generating algorithms.

10) Write a short note on Gourard Shading.

SECTION-B

11) Explain about different line drawing algorithms.

12) Write various area filling techniques. Explain any one in detail.

13) What is parallel projection and different types?

14) What are the advantages of Painter Algorithm in Computer Graphics?

15) Derive transformation matrix for 2-D viewing transformation.

SECTION-C

16) Give the syntax of drawing a circle in computer graphics using various algorithms.

17) What is z buffer technique? Discuss use of z buffer algorithm for hidden surface removal.

18) a. Give the introduction of ray tracing technique for generating an image by tracing the path.

    b. Write the uses of anti aliasing software technique in Computer 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.