The Yenepoya Institute of Arts, Science, Commerce and Management

A Constituent Unit of Yenepoya (Deemed to be University)

V Semester Second Internal Examination

October – 2024

BCA504D - 2D and 3D Graphic Design

Duration: 1 Hour   Max Marks: 30 Marks

Section A

Answer any FOUR of the following questions.   (4 x 5 =20)

1. Explain the steps required to initialize Pygame and create a window.
2. What are Event Objects in Pygame? Provide examples of their use in handling keyboard and mouse events.
3. Discuss the types of errors and exceptions that might occur in a Pygame program and how to handle them.
4. What is PyOpenGL, and how does it integrate with Pygame for rendering 3D graphics?
5. Describe the process of creating and transforming images in Pygame.
6. Describe how to change the background color of a Pygame window.

Section B

Answer any ONE of the following.   (1 x 10 =10)

7. Create a Pygame application to move a rectangular object across the screen using mouse events.
8. Discuss how Pygame handles different display modes and explain how to switch between them in a program.

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