Name of the Student			
Programme & Specialization			
Batch/Section/LH		Faculty Name	
Registration No		Campus ID	
Course/Subject			
Reason for Absent/Request			
Payment Details			
Date of Re-Exam		Student Sign	

Department of Computer Science
The Yenepoya Institute of Arts Science Commerce and Management

A Constituent unit of Yenepoya (Deemed to be University)
BCA504D - 2D and 3D Graphic Design

Answer any SIX of the following questions   **(6 x 5 = 30)**

1. Explain the steps required to initialize Pygame and create a window.

2. Explain the concept of diffuse reflection. How does it contribute to the appearance of objects in a 3D scene?

3. What are Event Objects in Pygame? Provide examples of their use in handling keyboard and mouse events.

4. Describe the process of creating and transforming images in Pygame.

5. Explain the working principle of stereoscopic 3D displays. How do they differ from standard 2D displays?

6. Explain the phenomenon of aliasing in computer graphics. What are some common methods to reduce aliasing effects?

7. Describe the process of flat shading in computer graphics. When would you prefer to use this technique?

8. Describe how to change the background color of a Pygame window.