



**The Yenepoya Institute of Arts, Science, Commerce
and Management**

A Constituent Unit of Yenepoya (Deemed to be University)

V Semester First Internal Examination – September 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 working principle of stereoscopic 3D displays. How do they differ from standard 2D displays?
2. Explain the concept of diffuse reflection. How does it contribute to the appearance of objects in a 3D scene?
3. Outline the steps involved in texture mapping. How does texture mapping improve the realism of a 3D model?
4. Explain the phenomenon of aliasing in computer graphics. What are some common methods to reduce aliasing effects?
5. Discuss the basic differences between vectors and coordinate vectors. How are they used in graphics?
6. Describe the process of flat shading in computer graphics. When would you prefer to use this technique?

Section B

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

7. Compare CRT and flat panel displays in terms of their working principles, advantages, and disadvantages.
8. Describe the different types of specular reflection models and their applications in computer graphics.



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