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| --- | --- | --- | --- | --- | --- | --- |
| 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 | |  | |

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**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**

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**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.