5.		t is translation, rotation, scaling in 2D? Explain proper diagrams.	
6.	(a)	What is viewing transformation?	
	(b)	What are the various clipping operations? Explain any three of them. 12	
7.	(a)	What are the various 3D display methods? Explain.	
	(b)	What is 3D Graphics packages? 4	
	(c)	List the properties of B-Spline curves. 3	
8.	(a)	Write detail technical note on spline representation.	
	(b)	Explain OCTREES, Quadtrees, Vowels. How are they linked to each other?	
9.		Write a technical note on application of Graphics Packages.	
10.	(a)	What is Morphing?	
	(b)	Write notes on: 6+6=12	
		(i) Multimedia	
		(ii) Animation.	

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## 2020/EVEN/18/24/MCSC-602/461

## UG Even Semester (CBCS) Exam. September, 2020

## COMPUTER SCIENCE (6th Semester)

Course No: MCSCC-602 (Computer Graphics)

Full Marks: 70
Pass Marks: 28

Time: 3 hours

The figures in the right margin indicate full marks for the question Answer any five questions.

- 1. With the help of diagrams explain how Refresh Cathode Ray Tubes work.
- 2. (a) Explain Raster Scan system with respect to-
  - (i) Video Controller (with diagram) 5+5=10
  - (ii) With display processor (with diagram)
  - (b) What is Shadow Mask? 2
  - (c) What are the different types of electron guns?
- 3. (a) Explain the Line drawing (DDA Algorithms) with an example.
  - (b) Discuss any circle drawing algorithm or method with proper example. 6
- 4. (a) Explain Bresenhams Line drawing algorithm for |m|<1.
  - b) Explain Flood fill Algorithm.

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