

7. Explain various tools for multimedia.
8. Discuss the Bresenham's line drawing algorithm?
9. What is CAD? Describe the significance of Auto-CAD in Computer graphics?
10. Write short notes on any four of following :-
 - (i) Tweening
 - (ii) Clipping
 - (iii) Input Devices
 - (iv) Morphing
 - (v) Shading
 - (vi) LCD
 - (vii) Application of computer graphics
 - (viii) Electrostatic printer

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BCA(III)-305

2020

Time : 3 Hours

Full Marks : 80

Candidates are required to give their answers in their own words as far as practicable.

The questions are of equal value.

Answer any five questions in which

Q. No. 1 is compulsory.

1. Choose the correct answer of the following :-
 - (i) The graphics can be :
 - (a) Drawing
 - (b) Photograph, movies
 - (c) Simulation
 - (d) All of these
 - (ii) Types of computer graphics are :
 - (a) Vector and raster
 - (b) Scalar and raster
 - (c) Vector and scalar
 - (d) None of these

- (iii) Pixel can be arranged in a regular:
- (a) One dimensional grid
 - (b) Two dimensional grid
 - (c) Three dimensional grid
 - (d) None of these
- (iv) Each pixel has _____ basic color components.
- (a) Two or three
 - (b) One or two
 - (c) Three or four
 - (d) None of these
- (v) Color apparent in additive model are the result of:
- (a) Reflected light
 - (b) Transmission of light
 - (c) Flow of light
 - (d) None of these
- (vi) Each bit represents:
- (a) One color
 - (b) Two colors
 - (c) Three colors
 - (d) None

- (vii) Graphics data is computed by processor in form of:
- (a) Electrical signals
 - (b) Analog signals
 - (c) Digital signals
 - (d) None of these
- (viii) Printers produce output by either:
- (a) Impact method
 - (b) Non-impact method
 - (c) Both (a) & (b)
 - (d) None of these

2. Explain the 3D transformation matrices for translation and rotation.
3. Explain the DDA line drawing algorithm.
4. What do you mean by a graphics standard? Explain various graphic standards.
5. What do you mean by representation of Raster images? Explain it.
6. What are modeling and simulation in computer graphics? Explain their technique?