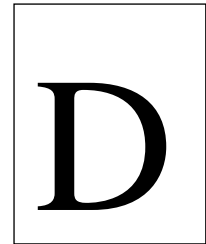


Student Regn. No.

Course Code: DCAP504

Course Title: **COMPUTER GRAPHICS**



Time Allowed: **3 hours** Max. Marks: **80**

1. This paper contains 10 questions divided in two parts on \_\_1\_ page.

**2. Part A is compulsory.**

**3. In Part B (Questions 2 to 10), attempt any 6 questions out of 9. Attempt all parts of the questions chosen.**

4. The marks assigned to each question are shown at the end of each question in square brackets.

5. Answer all questions in serial order

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**PART- A**

Q1 Answer all the questions.

[2\*10=20]

- a) What do you mean by image file?
- b) Write the function for Midpoint Circle Drawing Algorithm.
- c) What do you mean by Symmetrical and Tangent.
- d) Write Difference between Raster and Vector Graphics.
- e) What do you mean by Scaling Transformation
- f) Write the Difference between Window and Viewport.
- g) Write Difference between Panning and Zooming.
- h) What do you mean by GNOME.
- i) What do you mean by Z-Buffer.
- j) Write Object Space Method.

**PART-B**

- Q2. Explain the steps in Image Processing. [10]
- Q3. Explain RGB colour model. [10]
- Q4. Explain Bresenham's Line Algorithm. [10]
- Q5. How Reflection Transformation works for 2D object. [10]
- Q6. Write the Stages for the Graphics pipeline. [10]
- Q7. How many types of Clipping are available? Explain any two. [10]
- Q8. Write Mid point Subdivision Algorithm. [10]
- Q9. Explain Parallel Projection. [10]
- Q10. Write Painter's Algorithm. [10]

-- End of Question Paper --