Student Regn. No.

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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

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 --