

**BHARTIYA VIDYA MANDIR (BVM) COLLEGE OF MGMT. EDUCATION**

**QUESTION BANK**

**MCA- IV sem**

**403 – Computer Graphics & Multimedia**

**Note : Questions of 1.5 Marks.**

- Q.1 Antialiasing Techniques
- Q.2 Line Attributes
- Q.3 Transformation
- Q.4 Flood fill algorithm?

**Note : Questions of 2 Marks**

- Q.1 What do you mean by viewing and clipping?
- Q.2 What do you mean by Boundary fill algorithm?
- Q.3 What do you mean by character generation?

**Note: Questions of 3 Marks.**

- Q.1 What do you mean by Composite Transformation?
- Q.2 What do you mean by Cohen Sutherland algorithm?
- Q.3 What do you mean by two dimensional transformations?
- Q.4 A rectangle with vertices A(1,1),B(7,1) C(7,5) and D(1,5) is first scaled by a factor 3 in x & y direction about its center. It is then rotated about this center in clockwise direction by angle 45 degree. Find the transformed coordinates of the rectangle.
- Q.5 Vertices of triangle are located at P(80,50),Q(60,10) and R(100,10). It is desired to obtain reflection about the line  $y=x+2$  work out necessary transformation matrix and also the co-ordinates of image triangle.
- Q.6 What do you mean by Sutherland Hodgeman Polygon clipping algorithm?
- Q.7 Explain the following one
  - (a) RGB (b) YIQ (c) CMY (d) HSV
- Q.8 What do you mean by the Phong shading? Explain in detail.