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# 17/28-C

## BCA (IV-Semester) Examination, 2017

**Paper : IV**

**(Computer Graphic and Animation)**

**(BCA-404)**

*Time : Three Hours ]* *[ Maximum Marks : 75*

**Note :** Attempt questions from all sections as per instructions.

### Section - A

**Note:** Attempt **all** parts. Answer each part in about 50 words. 1.5×10=15

1. (a) Write any two line attributes.

(b) Differentiate between Raster and vector graphics.

(c) What are video display devices?

(d) Define Computer Graphics.

(e) Define aspect ratio.









(f) Define pixel.

(g) What is meant by translation of an object?

(h) What do you mean by composite transformation.

(i) What is Segment table?

(j) Define Animation.

### Section - B

**Note :** Attempt **all** questions. Answer each question in about 200 words. 8×5=40

2. What is DDA? Digitize a line from (10,12) to (15,15) on a raster screen using Bresenham's straight line algorithm.

**OR**

What do you mean by emissive and non-emissive displays? List out the merits and demerits of plasma panel display.

3. Write short notes on application of computer graphics.

**OR**

Write short notes on Direct view storage tubes.

4. Explain the attributes of output primitives in detail.

**OR**

Enumerate the differences between a window and a view port.

5. Prove that Reflection is equal to Rotation by 180°.

**OR**

Write short notes on Techniques of Computer Animation.

6. Describe the matrix formulation of 2D translation scaling & Rotation.

**OR**

Explain the algorithm for creating, deleting and renaming a segment.









## Section - C

**Note:** Attempt any **two** questions. Give answer of each question in about 500 words.

2×10=20

7. Describe the function of Focussing system of CRT.



8. Write short notes on:

   (a) Animation tools

   (b) Animation software.

9. What are Polygons? How polygons are represented? Explain the method of filling polygons.

10. What do you mean by vector? How is a vector is represented? Explain the Vector addition & Vector multiplication. Also explain the scalar product of two vectors and vector product of two vectors.

11. Explain about the event-driven Input devices.