2022 B.A./B.Sc. Sixth Semester CORE – 14 COMPUTER SCIENCE Course Code: CSC 6.21 (Computer Graphics)

Total Mark: 70 Time: 3 hours Pass Mark: 28

Answer five questions, taking one from each unit.

UNIT-I

1.	(a)	What is graphics in computer? List the applications of computer graphics.
		1+5=6
	(b)	Explain any four graphics input devices. 8
2.	(a)	Define pixel? Explain interactive and non-interactive computer graphics.
		1+5=6
	(b)	Explain any four graphics output devices. 8

UNIT-II

3.	(a)	Explain raster scan in detail.	8
	(b)	Explain any six common graphics file formats.	6
4.	(a)	Explain random scan in detail.	8
	(b)	What do you mean by scan conversion? List some objects that ca	an be
		scan converted. List the advantages of developing algorithm for s	scan
		conversion. 1+2+	+3=6

UNIT-III

5. (a) Write the steps to define a circle using polar coordinates. 7

(b) Find all the intermediate points of a line with initial point (2,3) and ending point (6,5) using DDA.

7

- 6. (a) What is Bresenham's line algorithm? Write the steps to scan convert a line using Bresenham's line algorithm. 1+6=7
 - (b) Given a circle C with radius 10 and center coordinates (1, 4), apply the translation with distance 5 towards X axis and 1 towards Y axis. Obtain the new coordinates of C without changing its radius.7

UNIT-IV

7.	(a)	What is geometric modelling and why is it needed?	5
	(b)	What is a curve? Explain the various types of curves.	1+8=9
8.	(a)	Explain surface modelling and list its advantages and disadvan	tages.

(b) List and explain the various methods for creating solid models. 8

UNIT-V

9.	(a)	Explain additive and subtractive color model in computer graph	hics.
			4
	(b)	Define the following terms: morphing, wrapping, tweening and	
		panning.	4
	(c)	What do you mean by hidden surface removal? Explain the typ	bes of
		hidden surface detection algorithm.	1+5=6
10.	(a)	Define shading. What is color pallete?	1+1=2
	(b)	What is coherence? Explain any five types of coherence.	1+5=6
	(c)	What is an animation? What are the applications of animation?	
			1+5=6