

B CA IV Sem. Sub-C.G. & Multi media Application.

1. What is computer graphics
2. What is Video Controller. Explain.

3. What is Pixel and Frame Buffer ?
4. What is Flicking ?
5. What is Multimedia ?

Section-B

(Short Answer Type Questions)

Note :- Attempt any *two* questions out of the following three questions. Each question carries $7\frac{1}{2}$ marks. Short answer is required not exceeding **200** words.

6. Explain Raster and Random scan display system.
7. Explain the basic rules of animation with example.
8. Explain the uses of computer graphics.

Section-C

(Long Answer Type Questions)

Note :- Attempt any *three* questions out of the following five questions. Each question carries 15 marks. (Not exceeding **400** words).

9. Write down and explain the mid-point circle drawing algorithm. Assume 10 cm as the radius and co-ordinate origin as the centre of the circle.

10. What is the basic concept of line drawing ? Explain Bresenham's line Algorithm to draw a line between any *two* end-points.

11. Find 3×3 homogeneous transformation matrix to transform square ABCD into another square A'B'C'D'. Side of the original square = 2, coordinate of point A(20, 10). Draw a final transformation graph paper.

12. Define and compare the Bezier curve and B-spline curve.

13. Write short notes on any *three* of the following :

- (a) CRT
- (b) Cohen-Sutherland line clipping algorithm
- (c) Window and view port
- (d) Polygon