



DG-3177
Third Year B. Sc. (Sem. V) (Computer Science)
Examination
March / April - 2016
Computer Graphics : Paper - 503

Time : Hours]

[Total Marks : 50

Instruction :

<p>नीचे दशांशविक \leftarrow निशानीवाणी विगतो उत्तरवही पर अवश्य लक्षवी. Fillup strictly the details of \leftarrow signs on your answer book.</p> <p>Name of the Examination : THIRD YEAR B. SC. (SEM. V) (COMP. SCIENCE)</p> <p>Name of the Subject : COMPUTER GRAPHICS : PAPER - 503</p> <p>Subject Code No. : 3 1 7 7 Section No. (1, 2,.....) : Nil</p>	<p>Seat No. : <input type="text"/><input type="text"/><input type="text"/><input type="text"/><input type="text"/><input type="text"/></p> <div style="border: 1px solid black; border-radius: 15px; padding: 10px; text-align: center; width: 100%;">Student's Signature</div>
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- 1 Answer the following : 10
- (1) Describe point clipping.
 - (2) Differentiate viewport and window.
 - (3) What do you mean by affine transformation ?
 - (4) What do you mean by illumination ? Give the proper example of its types.
 - (5) What do you mean by multiple windowing ? Give example of it.
- 2 (a) Explain Graphics file format with their advantages. 4
- (b) Explain Cohen-Sutherland clipping algorithm. 6
- OR**
- (b) Explain fill polygon clipping algorithm with example. 6
- 3 (a) Explain 2D transformation with homogenous matrices of it. 6
- (b) Describe various types of text clipping. 4
- OR**
- (b) Describe about shadow and transparency. 4

- 4 Write notes on following : (any two) 10
- (1) Winding number method
 - (2) Reflection and shearing transformation
 - (3) Antialiasing and its methods.
- 5 (a) Explain about application of computer graphics. 6
- (b) Describe about boundary fill technique of polygon. 4
- OR**
- (b) Describe about inverse and coordinate transformation. 4
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