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(20517) Roll No.

BCA-IV Sem.

18016

B.C.A. Examination, May 2017

Computer Graphics and Multimedia

Application

[BCA-401 (New)]

Time : Three Hours] [Maximum Marks : 75

Note : Attempt questions from all sections as per instructions.

Section-A

(Very Short Answer Questions)

Note : Attempt all the five questions. Each question carries 3 marks. Very short answer is required not exceeding 75 words.

3x5=15

P.T.O.

1. What is Computer Graphics? Explain the use of Computer Graphics. 3
2. What is frame buffer memory? 3
3. Write the properties of Bezier Curve. 3
4. What are the main categories of Animation tools.? 3
5. Explain the characteristics of a good line. 3

Section-B

(Short Answer Questions)

Note : Attempt any two questions out of the following three questions. Each question carries 7½ marks. Short answer is required not exceeding 200 words.

7½x2=15

6. What is clipping? Explain the Mid-Point subdivision Algorithm for line clipping.
7. Explain three basic Rules of Animation with example.

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8. Scale the square ABCD[A(0,0). B(3,0) C(3,3), & D(0,3)], three units in x-direction & Three units in y-direction with respect to origin.

Section-C

(Detailed Answer Questions)

Note : Attempt any **three** questions out of the following **five** questions. Each Question carries 15 marks. Answer is required in detail. $15 \times 3 = 45$

9. What is the use of Animation? Also explain different types of Animation, and also explain the different applications of multimedia.
10. Explain the following terms-translation, Scaling & Rotation about Origin & Reflection about X-axis.

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P.T.O.

11. What do you mean by projection? Differentiate between parallel projection and perspective projection.
12. Perform a 45° Rotation of triangle ABCD when A(0,0), B(1,1), & C(5,2), about origin.
13. What is polygon? Also explain the polygon clipping. and define the Sutherland Hodgeman Algorithm for polygon clipping.

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