

SEAT No. _____
(82 & A-40)

No. of printed pages: 02

SARDAR PATEL UNIVERSITY
BCA SEMESTER - V
COMPUTER GRAPHICS (US05CBCA02)

DATE : 6/04/2018, Friday TIME : 2:00 PM to 5:00 PM Total Marks : 70

Q.1

Pick up the correct alternative for each of the following questions:

[10]

1. _____ technique is used to modify or interpret existing pictures.
A. Computer Art
B. Image Processing
C. Visualization
D. None of the above
2. CRT stands for _____
A. Cathode Ray Tube
B. Computer Ray Tube
C. Common Ray Tube
D. None of the above
3. _____ persistence phosphor is used in animation.
A. Low
B. High
C. Medium
D. None of the above
4. _____ algorithm(s) use for line drawing.
A. DDA Algorithm
B. Bresenham Algorithm
C. Only A
D. Both A. and B.
5. In non-zero winding rule, edges count is called _____
A. Total Winding counting
B. Edges Number
C. Winding Number
D. Non-zero Counting
6. A rotation is applied to an object by repositioning it along a _____ path in the xy plane.
A. Straight
B. Circular
C. Triangular
D. None of these
7. A scaling transformation alters the _____ of an object.
A. Size
B. Orientation
C. Shape
D. None of these
8. Default stage size is _____
A. 550 x 400 pixels
B. 400 x 550 pixels
C. 550 x 400 points
D. 400 x 550 points
9. Extension of FLASH file is _____
A. .fla
B. .fsh
C. .swf
D. .fsw
10. Shortcut key to convert to symbol in FLASH is _____
A. F6
B. F8
C. F9
D. F10

Q.2

Attempt any ten from following:

[20]

1. Define Frame Buffer.
2. State disadvantage of Beam Penetration method.
3. Explain in-line arrangement electron gun in shadow mask method.
4. List attributes for the character.
5. What is Marker Attribute?
6. List various fill style used in area fill primitives.
7. Define Reflection.

(1)

(P.T.O.)

8. What is Geometric Transformation? List out all two dimensional geometric transformation?
9. Define Shear.
10. Define Masking.
11. Explain concept of using layers in FLASH.
12. State use of sub selection and Lasso tool.

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|-----|---|------|
| Q.3 | [A] Explain raster scan. | [05] |
| | [B] Write a note on DVST. | [05] |
| OR | | |
| Q.3 | [A] Explain working of CRT. | [06] |
| | [B] Describe Shadow Mask Method. | [04] |
| Q.4 | Define inside-outside test. Explain various methods to perform inside-outside test. | [10] |
| OR | | |
| Q.4 | Explain Flood fill algorithm with 4-connected and 8-connected approach. | [10] |
| Q.5 | [A] Explain Sutherland Hodgeman polygon clipping algorithm. | [05] |
| | [B] Define text clipping. Explain all types of text clipping. | [05] |
| OR | | |
| Q.5 | [A] Explain window-to-viewport coordinate window transformation. | [05] |
| | [B] Write a short note on line clipping algorithm. | [05] |
| Q.6 | [A] Explain onion skinning. | [05] |
| | [B] Explain shape tween animation with example. | [05] |
| OR | | |
| Q.6 | [A] Explain play and stop actions of movie clip. | [05] |
| | [B] Explain steps to import and export images in FLASH. | [05] |