(4)

(b) Short notes on : 7 ½

    (i)   3D Transformation Matrix

    (ii)   2D Transformation Matrix

Unit-IV

8. (a) Define the Animation with its different types. Explain each in details. 7 ½

    (b) What is Multimedia? Explain any two of its application. 7 ½

9. (a) What are the hardware and software requirement for the Multimedia projects. Explain any two hardware or software.

                                               7 ½

    (b) Different issues & challenges in Multimedia Project. 7 ½

Roll. No. _____

SFS-4708

B.C.A. (Semester-IV) Examination, 2015
(New Syllabus)
Comp. Graphics & Multimedia Application
(BCA-S-206-T)

Time Allowed : Three Hours]   *[Maximum Marks : 100*

Note : Answer five questions in all. Question No.1 is compulsory. Attempt one question from each unit I, II, III and IV.

1. Attempt all : 10×4=40

    (a) Explain Computer Graphics with its application.

    (b) Explain types of computer graphics.

    (c) Explain CRT.

    (d) Explain Circle Mid-Point algo in short

    (e) Briefly explain Input Devices for Operation Interaction.

(f) How does resolution of a system affect graphic display?

(g) Short note on Boundry Representation.

(h) Explain Spatial Partitioning Representation.

(i) Explain CD-ROM.

(j) Explain Simulations.

Unit-I

2. (a) Explain the frame buffer using appropriate diagram in detail. 7½

(b) What do you mean by Staire Case effect? Explain by giving suitable examples. 7½

3. (a) Explain Bresenham line algorithm in detail. 7½

(b) Draw a line segment from point (3, 5) to (8, 8) using DDA algo. 7½

Unit-II

4. (a) Explain Cohen-Sutherland line clipping algo by giving suitable example. 7½

(b) Draw line segment having end points (14,4) and (24,12) by using Bresenham line algo. 7½

5. Explain Raster Scan Display system with the define its functionality using appropriate diagram. Also explain the differences between Raster Scan Display and Random Scan Display. 15

Unit-III

6. (a) Perform a 45^0 rotation of a triangle A (5,5), B (8,10), & C(11,5). 7½

(b) Explain shearing transformation by example. 7½

7. (a) Translate a square WXYZ with co-ordinates W(5,5), X (10,5), Y(10,10) and Z(5,10) by 3 units in X-direction and 4 units in Y-direction.