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## C.U.SHAH UNIVERSITY

 Summer Examination-2019Subject Name : Computer Graphics
Subject Code : 4CS06CGE1
Branch: M.Sc. C.A. \& I.T. (Integrated)
Semester : 6
Date : 16/04/2019
Time : 10:30 To 01:30 Marks : 70

## Instructions:

(1) Use of Programmable calculator and any other electronic instrument is prohibited.
(2) Instructions written on main answer book are strictly to be obeyed.
(3) Draw neat diagrams and figures (if necessary) at right places.
(4) Assume suitable data if needed.

Attempt the following questions:
a) $\qquad$ can be considered as an extension of spherical surface
(a)Bezier(b)Ellipsoid(c)Shearing(d)None of these
b) $\qquad$ curve is one of the sp line approximation methods.
(a) Bezier (b)Ellipsoid (c)Shearing (d) None of these
c) A Bezier curve is a polynomial of degree $\qquad$ the no of control points used
(a) One more than (b)One less than (c)Two less than (d)None of these
d) The most basic transformation that are applied in three-dimensional planes are
(a) Translation
(b) Scaling
(c) Rotation
(d) All of these
e) How many types of projection are
(a) 1 (b) 2
(c) 3
(d) 4
f) The graphics can be
(a)Drawing
(b)Photograph, movies
(c)Simulation
(d)All of these
g) The component of interactive computer graphics are
(a) Alight pen
(b)Display unit
(c)Bank of switche (d)All of these
h) Three dimensional computer graphics become effective In the late
(a) 1960
(b) 198
(c)1970
(d) 1950
i) Graphics is one of the $\qquad$ major key element in design of multimedia application
(a) Five.
(b)Three
(c)Four
(d)Eight
j) The quake, one of the first fully 3D games was released in year 1996 (b)1976(c)1986 (d)1999
k) Types of computer graphics are
(a) Vector and raster(b) Scalar and raster
(c) Vector and scalar(d) None of these
I) Vector graphics is composed of
(a) Pixels
(b) Path
(c) Palette
(d) None of these
m) Which one is the basic input device in GUI

Mouse (b)Graphics table (c)Voice system (d)Touch panel
n) Pen or inkjet plotters use the following devices
(a)Drum (b)Flat bed(c)Both a \& b(d)None of these

## Attempt any four questions from Q-2 to Q-8

## Q-2 Attempt all questions

(A) .What is Graphics? Explain the history of Graphics in brief.
(B) Explain the types of printers in brief.

Q-3 Attempt all questions
(A) Write a brief note on Digital Camera.
(B) Write a brief note on Scanner.


## Attempt all questions

(A) What is raster scan? Explain in brief.
(B) Explain DDA circle algorithm in brief.

Q-5 Attempt all questions
(A) Write a brief note on clipping.
(B) Write a short note on Mouse.

Q-6 Attempt all questions
(A) What is transformation? Explain 2D Transformation in brief.
(B) Write a short note on keyboard.

Explain the Application and Architecture of Computer Graphics.
(A) Explain flood fill algorithm in brief.
(B) Write a brief note on Viewing.

