

**V/BCA/502**

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( 5th Semester )

**BACHELOR OF COMPUTER APPLICATION**

Paper No : BCA-502

**( Computer Graphics and Multimedia )**

*Full Marks : 75*

*Time : 3 hours*

**( PART : B—DESCRIPTIVE )**

*( Marks : 50 )*

*The figures in the margin indicate full marks  
for the questions*

1. (a) List the operating characteristics for the following display technologies :  
Raster refresh systems, Vector refresh systems, Plasma panels and LCD's 10
- Or*
- (b) List the different input and output components that are typically used with virtual reality systems. Also explain how users interact with a virtual scene displayed with different output devices, such as two-dimensional and stereoscopic monitors. 10

**G7/192a**

*( Turn Over )*

( 2 )

2. (a) What is transformation? Prove that the multiplication matrices for each of the following sequence of operations is cumulative : 10

(i) Two successive translations

(ii) Two successive rotations

Or

(b) Implement the Cohen-Sutherland line-clipping algorithm. 10

3. (a) Set up a procedure for a parallel implementation of the midpoint circle algorithm. 10

Or

(b) Implement the setpixel routine in Bresenham's line algorithm using iterative techniques for calculating frame-buffer addresses. 10

4. (a) Describe the properties of B-spline curves. 6

(b) Write a short note on B-spline surfaces. 4

Or

(c) Explain the different types of quadric surfaces. 6

(d) Write a short note on Bezier curves. 4

( 3 )

5. (a) Explain the applications of multimedia. 6  
(b) State the advantages and disadvantages of MIDI. 4

*Or*

- (c) Describe the principles of animation. 6  
(d) Write a short note on digital audio. 4

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2016

( 5th Semester )

**BACHELOR OF COMPUTER APPLICATION**

Paper No : BCA-502

**( Computer Graphics and Multimedia )**

( PART : A—OBJECTIVE )

( Marks : 25 )

*The figures in the margin indicate full marks for the questions*

**SECTION—I**

( Marks : 15 )

1. Tick (✓) the correct answer in the brackets provided :

1×10=10

(a) The phrase 'computer graphics' was first coined by

(i) William Fetter in 1960 ( )

(ii) James Gosling in 1991 ( )

(iii) John Taylor in 1980 ( )

(iv) James Fetter in 1969 ( )

(b) Types of computer graphics are

- (i) scalar and raster ( )
- (ii) vector and scalar ( )
- (iii) vector and raster ( )
- (iv) None of the above ( )

(c) According to Cohen-Sutherland algorithm, a line is completely outside the window, if

- (i) the endpoints region code are non-zero values ( )
- (ii) L-bit and R-bit are non-zeros ( )
- (iii) the region codes of line endpoints have a '1' in same bit position ( )
- (iv) the region codes of line endpoints have a '0' in same bit position ( )

(d) An octree is a data structure which is used for alternative representation of

- (i) 2D digital picture or object ( )
- (ii) 3D picture or object ( )
- (iii) Both (i) and (ii) ( )
- (iv) None of the above ( )

(e) \_\_\_\_\_ is accomplished by calculating intermediate positions along the line path between two specified endpoints.

(i) Point plotting ( )

(ii) Vector ( )

(iii) Both (i) and (ii) ( )

(iv) Line drawing ( )

(f) The Cartesian slope-intercept equation for a straight line is

(i)  $y = m \cdot x + b$  ( )

(ii)  $y = m(x) + b$  ( )

(iii)  $x = m \cdot y + a$  ( )

(iv)  $x = m(y) + a$  ( )

(g) \_\_\_\_\_ is created by revolution of a circle about an axis lying in its plane.

(i) Sphere ( )

(ii) Ellipsoid ( )

(iii) Torus ( )

(iv) Cylinder ( )

(h) \_\_\_\_\_ is known as standard graphics objects.

(i) Octree ( )

(ii) Quadtree ( )

(iii) Polygon surface ( )

(iv) Ellipsoid ( )

(i) \_\_\_\_\_ is a combination of text, graphic art, sound, animation and video delivered to you by computer or other electronic means.

(i) Hypermedia ( )

(ii) Electronic encyclopedia ( )

(iii) Multimedia ( )

(iv) Video conferencing ( )

(j) Which of the following is not a television signal format?

(i) NTSC ( )

(ii) MPEG ( )

(iii) PAL ( )

(iv) SECAM ( )

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2. State whether the following statements are *True (T)* or *False (F)* by putting a Tick (✓) mark : 1×5=5

(a) Persistence is defined as the time it takes the emitted light from the screen to decay to one-tenth of its original intensity.

( T / F )

(b) Expressing positions in homogeneous coordinates allow us to represent all geometric transformation equations as matrix multiplication.

( T / F )

(c) We can adjust the shape of the line ends to give them a better appearance by adding line caps.

( T / F )

(d) Interpolation curves are commonly used as design tools to structure object surfaces.

( T / F )

(e) MIDI is a device independent.

( T / F )

( 6 )

SECTION—II

( Marks : 10 )

3. Answer the following questions : 2×5=10

(a) Explain the two types of computer graphics.

( 7 )

(b) What is perspective projection?

(c) What do you mean by output primitives?

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(d) - What is superquadrics?

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(e) Explain JPEG and MPEG.

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