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25-CS-43-B

**M.Sc. IV SEMESTER [MAIN/ATKT] EXAMINATION
MAY - JUNE 2025**

COMPUTER SCIENCE

Paper - III

[Computer Graphics and Multimedia]

[Max. Marks : 75]

[Time : 3:00 Hrs.]

[Min. Marks : 26]

Note : Candidate should write his/her Roll Number at the prescribed space on the question paper.
Student should not write anything on question paper.
Attempt all five questions. Each question carries an internal choice.
Each question carries **15 marks**.

- Q. 1 a)** What is Computer Graphics ? Write application of computer graphics.
b) Explain Raster scan Display and Random scan display.

OR

- a)** Explain input and output devices in computer graphics.
b) Explain color CRT monitor technique.

- Q. 2 a)** Explain DDA – line drawing algorithm with example.
b) Explain midpoint circle drawing algorithm with example.

OR

- a)** What is aliasing ? Explain Antialiasing technique.
b) Explain Bresenham's circle drawing algorithm with example.

- Q. 3 a)** Explain Liang Barsky Algorithm with example.
b) Explain Sutherland – Hodgemen Algorithm of polygon clipping.

OR

- a)** Explain text clipping and point clipping with example.
b) Explain Cohen Sutherland algorithm with example.

- Q. 4 a)** What is Transformation ? Explain 2D transformation with example.

P.T.O.

b) Explain projections and composite transformations.

OR

a) Explain window to view port coordinate transformation with example.

b) Explain 3D transformation in computer graphics.

Q. 5 a) Explain Depth Buffer method of computer graphics.

b) Explain Ambient Light.

OR

a) Explain A – Buffer visible surface detection method.

b) Explain Diffuse and Specular Reflection Illumination Model.

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