4. Implement the DDA algorithm to draw a line from (0, 0) to (4, 4).

(a) Super sampling process
(b) Pixel mapping
(c) Pixel intensity
(d) Unrelated intensity

5. Write short notes on the following:

(a) Super sampling process
(b) Pixel mapping
(c) Pixel intensity
(d) Unrelated intensity

6. What is segmentation?

(a) Yes
(b) No

7. What is the difference between a window and a view port?

(a) Orientation
(b) Clipping
(c) Margins
(d) Location

8. Compare parallel and perspective projection with reference to practical use.

(a) Describe how a 3D object is presented on the screen using perspective projection.

9. Describe the animation process using an object type question.

(a) Each screen point is referred to as

(b) Pixel

(c) Frame buffer

(d) Bit map

10. Choose the correct answer of the following:

(a) Each screen point is referred to as:

(b) Pixel

(c) Frame buffer

(d) Bit map

11. Object type question:

(a) What is generalized clipping?

(b) Compare parallel and perspective projection with reference to practical use.

(c) Describe the animation process using an object type question.

(d) Each screen point is referred to as

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BCA(III) / 18 / 15
(i) Ellipsoid

3. (a) Write short notes on the following:
(a) Define pixel and print value.
(b) What do you mean by image depth?
15 x 4 = 60

Answer any four questions from the following (Long-answer Type Questions)
Group - B

(m) Plasma Panel
(n) Gas Discharge Tube
(i) LCD
(j) LED

Write an example for non-emissive displays:

(i) Digital View Storage Tube
(ii) Direct View Storage Tube
(iii) Direct Visual Storage Tube
(iv) Digital View Storing Table

(i) DST stands for
(ii) All of the above
(iii) Cartoons
(iv) Line drawing applications

Contd. ME - 14/1

(i) Animation

(ii) Vector display is well suited for

(iii) Stroke writing display

(iii) Calligraphic display

(iv)Raster scan display

(v) Vector display

(9) Identify the odd one out from the following:
(i) None of these
(ii) Higher
(iii) Medium
(iv) Not
(v) Lower

(10) Lower persistence phosphorus needs:
(i) 3: 2
(ii) 6: 5
(iii) 4: 3

(e) The standard aspect ratio for PC

(i) Display Program
(ii) Refresh Buffer

(iii) Frame Buffer
(iv) Bitmap

(10) Identify the odd one out from the following:
(a) PS.Ratio
(b) Height Width Ratio
(c) DOPItion

Length lines in both direction to vertical points necessary to produce equal
is the ratio of horizontal points.

(10)