

**UTTARAKHAND OPEN UNIVERSITY, HALDWANI (NAINITAL)****BCA-II 3rd YEAR 5th SEMESTER ASSIGNMENT***Last Date of Submission: 15 Jan.,2014***Course Title: Interactive Computer Graphics****Course Code: BCA-17****Year: 2013-14 Summer****Maximum Marks: 40**

Section 'A' contains 08 short answer type questions of 5 marks each. Learners are required to answers 4 questions only. Answers of short answer-type questions must be restricted to 250 words approximately.

1. What is animation?
2. Define key frames.
3. Define pixel
4. What is computer graphics? Explain.
5. Write short note on viewing transformation.
6. Explain the various approaches used to represent polygon.
7. List the advantages of interactive Graphics.
8. What is morphing?

Section 'B' contains 04 long answer-type questions of 10 marks each. Learners are required to answers 02 questions only.

1. With suitable examples, explain all 3D transformations.
2. Explain why we need line drawing algorithms to display a line on a raster monitor.
3. Write a note on RGB cube. What are two ways by which you can specify color in computer graphics?
4. What is DDA line drawing algorithm? Explain the algorithm using a suitable example.