

AP-526

8. (A) What is Hypermedia ? Explain. 6
 (B) Explain :
 (i) Image Editing
 (ii) Video Editing 6
OR
9. (A) What is Multimedia ? Explain. 6
 (B) Explain :
 (i) Digital Image
 (ii) Digital Audio. 6
OR
10. (A) What is Hypertext ? Explain. 6
 (B) What are the characteristics of VR devices ? Explain. 6
OR
11. (A) Explain :
 (i) CCD
 (ii) 3D sound system. 6
 (B) What is OO Augmented Reality ? Explain. 6
OR
12. (A) What is animation ? Explain. 6
 (B) What is Tweening ? Explain. 6
OR
13. (A) What is the role of sketching ? Explain. 6
 (B) What is 2D Animation ? Explain. 6

B.Sc. (Final) Semester-VI Examination
6S : COMPUTER APPLICATION/INFORMATION
TECHNOLOGY

(Computer Graphics, Multimedia & Animation)

Time : Three Hours]

[Maximum Marks : 80

- Note :-** (1) Question No. 1 is compulsory.
 (2) Question No. 1 carries 8 marks and all other questions carry 12 marks each.
 (3) Assume suitable data wherever necessary.
 (4) Illustrate your answer with the help of neat sketches wherever necessary.

1. (A) Fill in the blanks :
 (i) LED stands for _____.
 (ii) Laser printer is _____ printer.
 (iii) DDA algorithm is used for the generation of _____.
 (iv) Light pen is _____ device. 2

(B) Choose the correct alternatives :

- (i) Transformation includes _____.
 (i) Translation (ii) Rotation
 (iii) Scaling (iv) All of the above
- (ii) _____ is not a markup language.
 (i) HTML (ii) GML
 (iii) SGML (iv) XML
- (iii) _____ is output device.
 (i) Keyboard (ii) Mouse
 (iii) Mike (iv) Speaker
- (iv) _____ is not valid file format.
 (i) TIFF (ii) CNG
 (iii) JPEG (iv) BMP

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(C) Answer in **one** sentence :

- (i) What is VR ?
 (ii) What is Frame Buffer ?
 (iii) What is CRT ?
 (iv) What is Multimedia ?

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2. (A) Explain :

- (i) Track ball
 (ii) Joystick

6

(B) State and explain the difference between Raster scan and Vector scan display. 6

OR

3. (A) What are 3D viewing systems ? Explain. 6

(B) What are Voice systems ? Explain. 6

4. (A) State and explain Bresenham's algorithm. 6

(B) Write an algorithm for generation of circle. 6

OR

5. (A) What are the attributes and types of lines ? Explain. 6

(B) What is the procedure used to decide whether two lines are parallel to each other ? Explain.

6

6. (A) What is the procedure used for area filling ? Explain. 6

(B) What is rotation transformation ? Explain. 6

OR

7. (A) What are Character Attributes ? Explain. 6

(B) What is Scaling ? Explain. 6