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Roll No. _____

O.M.R. Serial No. :

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Question Booklet Number
3567002

BCA IV Semester (NEP Back) Examination, 2025-26

Computer Graphics and Animation

Paper Code						
B	C	A	4	0	0	1

Question Booklet Series
B

Time : 1 : 30 Hours]

[Maximum Marks : 75

Instructions to the Examinee :

1. Do not open the booklet unless you are asked to do so.
2. The booklet contains 100 questions. Examinee is required to answer 75 questions in the OMR Answer-Sheet provided and not in the question booklet. **All questions carry equal marks.**
3. Examine the Booklet and the OMR Answer-Sheet very carefully before you proceed. Faulty question booklet due to missing or duplicate pages/questions or having any other discrepancy should be got immediately replaced.
4. Four alternative answers are mentioned for each question as – A, B, C & D in the booklet. The candidate has to choose the correct answer and mark the same in the OMR Answer-Sheet as per the direction :

(Remaining instructions on the last page)

परीक्षार्थियों के लिए निर्देश :

1. प्रश्न-पुस्तिका को तब तक न खोलें जब तक आपसे कहा न जाए।
2. प्रश्न-पुस्तिका में 100 प्रश्न हैं। परीक्षार्थी को 75 प्रश्नों को केवल दी गई OMR आन्सर-शीट पर ही हल करना है, प्रश्न-पुस्तिका पर नहीं। **सभी प्रश्नों के अंक समान हैं।**
3. प्रश्नों के उत्तर अंकित करने से पूर्व प्रश्न-पुस्तिका तथा OMR आन्सर-शीट को सावधानीपूर्वक देख लें। दोषपूर्ण प्रश्न-पुस्तिका जिसमें कुछ भाग छपने से छूट गये हों या प्रश्न एक से अधिक बार छप गए हों या उसमें किसी अन्य प्रकार की कमी हो, तो उसे तुरन्त बदल लें।
4. प्रश्न-पुस्तिका में प्रत्येक प्रश्न के चार सम्भावित उत्तर- A, B, C तथा D हैं। परीक्षार्थी को उन चारों विकल्पों में से सही उत्तर छँटना है। उत्तर को OMR उत्तर-पत्रक में सम्बन्धित प्रश्न संख्या में निम्न प्रकार भरना है :

(शेष निर्देश अन्तिम पृष्ठ पर)

1. Translation moves object by:
 - (A) Rotation
 - (B) Shifting position
 - (C) Scaling
 - (D) Reflection
2. Rotation is about:
 - (A) Axis or point
 - (B) Line
 - (C) Pixel
 - (D) Color
3. Scaling changes:
 - (A) Shape
 - (B) Size
 - (C) Position
 - (D) Color
4. Reflection produces:
 - (A) Mirror image
 - (B) Rotation
 - (C) Scaling
 - (D) Translation
5. Shearing changes:
 - (A) Shape
 - (B) Color
 - (C) Size
 - (D) Position only
6. Homogeneous coordinates use:
 - (A) 2 elements
 - (B) 3 elements
 - (C) 4 elements
 - (D) 1 element
7. Advantage of homogeneous coordinates:
 - (A) Simplifies transformations
 - (B) Increases memory
 - (C) Reduces speed
 - (D) None
8. Composite transformation means:
 - (A) Single transformation
 - (B) Multiple transformations combined
 - (C) No transformation
 - (D) Only rotation
9. Window-to-viewport transformation is used to:
 - (A) Clip objects
 - (B) Map coordinates
 - (C) Rotate objects
 - (D) Scale only

10. 3D transformations use:
- (A) 2×2 matrices
 - (B) 3×3 matrices
 - (C) 4×4 matrices
 - (D) 1×1 matrices
11. A curve in computer graphics is:
- (A) Straight line only
 - (B) Set of points forming a path
 - (C) Random pixels
 - (D) Color pattern
12. Parametric curves are defined using:
- (A) Time parameter
 - (B) Colors
 - (C) Pixels
 - (D) Mathematical functions
13. A surface is:
- (A) 1D object
 - (B) 2D object in 3D space
 - (C) Only line
 - (D) Only point
14. Which is an example of a curve?
- (A) Circle
 - (B) Cube
 - (C) Sphere
 - (D) Pyramid
15. Curves are mainly used for:
- (A) Printing
 - (B) Data storage
 - (C) Modeling shapes
 - (D) Networking
16. Parametric equation of curve uses:
- (A) One parameter
 - (B) Two parameters
 - (C) Three parameters
 - (D) No parameter
17. Surface representation requires:
- (A) One parameter
 - (B) Two parameters
 - (C) Three parameters
 - (D) No parameter

18. Curves provide:
- (A) Smooth shapes
 - (B) Rough shapes
 - (C) No shapes
 - (D) Only lines
19. Which curve is widely used in design?
- (A) Bezier curve
 - (B) Straight line
 - (C) Random curve
 - (D) Pixel curve
20. Surfaces are used in:
- (A) 3D modeling
 - (B) Text editing
 - (C) Networking
 - (D) Audio
21. Polygon surface is made of:
- (A) Curves
 - (B) Edges and vertices
 - (C) Pixels only
 - (D) Colors
22. A polygon mesh is:
- (A) Single polygon
 - (B) Circle
 - (C) Line only
 - (D) Collection of Polygons
23. Most common polygon used is:
- (A) Triangle
 - (B) Circle
 - (C) Ellipse
 - (D) Square only
24. Polygon meshes are used in:
- (A) 3D modeling
 - (B) Printing
 - (C) Networking
 - (D) Typing
25. A vertex represents:
- (A) Edge
 - (B) Corner point
 - (C) Surface
 - (D) Color

26. Edge connects:
- (A) Five Vertices
 - (B) Three vertices
 - (C) Four vertices
 - (D) Two Vertices
27. Polygon mesh improves:
- (A) Realism
 - (B) Speed only
 - (C) Storage only
 - (D) Color
28. Wireframe model shows:
- (A) Only edges
 - (B) Only surfaces
 - (C) Colors
 - (D) Pixels
29. Solid modeling includes:
- (A) Only Vertices
 - (B) Only edges
 - (C) Surface + interior
 - (D) None
30. Mesh density affects:
- (A) Detail level
 - (B) Color
 - (C) Sound
 - (D) Input
31. Quadric surfaces include:
- (A) Sphere
 - (B) Cylinder
 - (C) Cone
 - (D) All of the above
32. Equation of quadric surface is:
- (A) Linear
 - (B) Quadratic
 - (C) Cubic
 - (D) Random
33. Sphere is defined by:
- (A) Linear equation
 - (B) Quadratic equation
 - (C) Cubic equation
 - (D) None
34. Superquadrics are:
- (A) Extensions of quadrics
 - (B) Simple lines
 - (C) Pixels
 - (D) Colors

35. Superquadrics allow:
- (A) Flexible shapes
 - (B) Only rigid shapes
 - (C) No shapes
 - (D) Random shapes
36. Cylinder is an example of:
- (A) Curve
 - (B) Surface
 - (C) Pixel
 - (D) Line
37. Cone is defined by:
- (A) Quadratic equation
 - (B) Linear equation
 - (C) Random equation
 - (D) None
38. Quadric surfaces are used in:
- (A) Networking
 - (B) Audio
 - (C) Modeling objects
 - (D) Printing
39. Superquadrics help in:
- (A) Shape control
 - (B) Data storage
 - (C) Printing
 - (D) Sound
40. Parametric surfaces use:
- (A) One parameter
 - (B) Two parameters
 - (C) Three parameters
 - (D) None
41. Spline curves are:
- (A) Smooth curves
 - (B) Rough curves
 - (C) Straight lines
 - (D) Pixels
42. Common spline type:
- (A) Bezier
 - (B) Binary spline
 - (C) B- spline
 - (D) Random spline

43. Control points define:

- (A) Speed
- (B) Color
- (C) Shape of spline
- (D) Size only

44. Bezier curve uses:

- (A) Control points
- (B) Pixels
- (C) Lines
- (D) Colors

45. Spline curves are used in:

- (A) Animation
- (B) Modeling
- (C) Design
- (D) All of the above

46. Animation is:

- (A) Static image
- (B) Sequence of images
- (C) Sound
- (D) Text

47. Keyframe animation defines:

- (A) Important frames
- (B) All frames
- (C) Random frames
- (D) Pixels

48. Morphing is:

- (A) Shape transformation
- (B) Rotation
- (C) Scaling
- (D) Clipping

49. Types of animation include:

- (A) 2D animation
- (B) 3D animation
- (C) Stop motion
- (D) All of the above

50. Principle of animation includes:

- (A) Timing
- (B) Spacing
- (C) Motion
- (D) All of the above

51. What is Interactive Computer Graphics?

- (A) Graphics printed on paper
- (B) User-controlled graphical system
- (C) Static image display
- (D) Audio processing system

52. Which device is commonly used for interactive graphics input?

- (A) Keyboard
- (B) Printer
- (C) Monitor
- (D) Speaker

53. The main advantage of interactive graphics is:

- (A) Low storage
- (B) Faster user interaction
- (C) No need for software
- (D) No hardware required

54. Interactive graphics allow users to:

- (A) Only view images
- (B) Modify graphics in real-time
- (C) Print documents
- (D) Store data

55. Which field uses computer graphics extensively?

- (A) Medicine
- (B) Education
- (C) Entertainment
- (D) All of the above

56. CAD stands for:

- (A) Computer Aided Design
- (B) Computer Algorithm Design
- (C) Control Aided Design
- (D) Computer Analog Design

57. Computer graphics are used in entertainment for:

- (A) Animation
- (B) Movies
- (C) Games
- (D) All of the above

58. Which application uses computer graphics for map creation?

- (A) DBMS
- (B) CAD
- (C) GIS
- (D) OS

59. The conceptual framework of interactive graphics includes:

- (A) Input devices
- (B) Output devices
- (C) Processing unit
- (D) All of the above

60. Which component processes graphical data?
- (A) Mouse
 - (B) CPU
 - (C) Keyboard
 - (D) Printer
61. Output devices for graphics include:
- (A) Monitor
 - (B) Plotter
 - (C) Printer
 - (D) All of the above
62. The interaction loop in graphics involves:
- (A) Input → Process → Output
 - (B) Output → Input → Process
 - (C) Process → Input → Output
 - (D) None
63. Which is an example of raster graphics?
- (A) Vector image
 - (B) Bitmap image
 - (C) Line drawing
 - (D) Polygon
64. Vector graphics are based on:
- (A) Pixels
 - (B) Colors only
 - (C) Mathematical equations
 - (D) Audio signals
65. Hardware for computer graphics includes:
- (A) GPU
 - (B) Monitor
 - (C) Input devices
 - (D) All of the above
66. Software for computer graphics includes:
- (A) Photoshop
 - (B) AutoCAD
 - (C) Blender
 - (D) All of the above
67. GPU stands for:
- (A) Graphics Processing Unit
 - (B) General Processing Unit
 - (C) Graphic Performance Unit
 - (D) General Purpose Unit

68. Which software is used for 3D graphics?
- (A) MS Word
 - (B) Blender
 - (C) Excel
 - (D) Notepad
69. Classification of graphics applications includes:
- (A) Business
 - (B) Scientific
 - (C) Entertainment
 - (D) All of the above
70. Plotters are used for:
- (A) Displaying video
 - (B) Large-scale drawings
 - (C) Audio output
 - (D) Data storage
71. Scan conversion refers to:
- (A) Converting vector graphics to raster
 - (B) Converting raster to vector
 - (C) Audio processing
 - (D) Data compression
72. Which algorithm is commonly used for line drawing?
- (A) DDA Algorithm
 - (B) Sorting Algorithm
 - (C) Searching Algorithm
 - (D) Hashing
73. The DDA algorithm is based on:
- (A) Differential equations
 - (B) Incremental calculations
 - (C) Recursion
 - (D) Division
74. Bresenham's line algorithm uses:
- (A) Floating-point arithmetic
 - (B) Complex numbers
 - (C) Integer arithmetic
 - (D) Binary search
75. Scan converting a circle involves:
- (A) Straight lines
 - (B) Curved segments
 - (C) Only pixels
 - (D) Only vectors

76. The midpoint circle algorithm uses:

- (A) Division
- (B) Recursion
- (C) Sorting
- (D) Decision parameter

77. Circle drawing algorithms exploit:

- (A) Symmetry
- (B) Asymmetry
- (C) Randomness
- (D) Sorting

78. An ellipse differs from a circle because:

- (A) Equal radii
- (B) Two radii
- (C) No symmetry
- (D) Infinite radius

79. Ellipse drawing uses:

- (A) One region
- (B) Three regions
- (C) Two regions
- (D) Four regions

80. Midpoint ellipse algorithm divides regions based on:

- (A) Slope
- (B) Color
- (C) Size
- (D) Radius

81. Clipping is used to:

- (A) Draw objects
- (B) Remove unwanted parts
- (C) Fill polygons
- (D) Scale images

82. Point clipping checks:

- (A) If point is inside region
- (B) If line intersects
- (C) If polygon exists
- (D) None

83. Cohen-Sutherland algorithm is used for:

- (A) Polygon clipping
- (B) Line clipping
- (C) Circle drawing
- (D) Filling

84. Cohen-Sutherland uses:

- (A) Region codes
- (B) Hash tables
- (C) Trees
- (D) Graphs

85. Region codes are also called:
- (A) Outcodes
 - (B) In codes
 - (C) Hash codes
 - (D) Pixel codes
86. Cohen-Sutherland divides space into:
- (A) 4 regions
 - (B) 8 regions
 - (C) 9 regions
 - (D) 16 regions
87. A line completely inside clipping window is:
- (A) Rejected
 - (B) Accepted
 - (C) Divided
 - (D) Rotated
88. A line completely outside is:
- (A) Accepted
 - (B) Scaled
 - (C) Rotated
 - (D) Rejected
89. Logical AND of outcodes $\neq 0$ means:
- (A) Accept line
 - (B) Clip Line
 - (C) Reject Line
 - (D) Rotate line
90. Logical OR = 0 means:
- (A) Reject
 - (B) Accept
 - (C) Divide
 - (D) Transform
91. Midpoint subdivision is used for:
- (A) Line clipping
 - (B) Polygon filling
 - (C) Circle drawing
 - (D) Scaling
92. Midpoint subdivision works by:
- (A) Filling Area
 - (B) Rotating line
 - (C) Scaling line
 - (D) Dividing line into two halves

93. The Midpoint subdivision algorithm continues until:
- (A) Line disappears
 - (B) Line is fully inside/outside
 - (C) Pixel changes
 - (D) Memory full
94. Midpoint subdivision uses:
- (A) Recursion
 - (B) Iteration only
 - (C) Sorting
 - (D) Searching
95. Midpoint subdivision is slower than:
- (A) Bresenham
 - (B) DDA
 - (C) Cohen-Sutherland
 - (D) None
96. Sutherland-Hodgman algorithm is used for:
- (A) Line clipping
 - (B) Polygon clipping
 - (C) Circle drawing
 - (D) Scaling
97. Sutherland-Hodgman clips polygon against:
- (A) Only one point
 - (B) All edges at once
 - (C) One edge at a time
 - (D) None
98. In Sutherland-Hodgman Output of each stage becomes:
- (A) Input to next stage
 - (B) Final output
 - (C) Deleted
 - (D) Rotated
99. Sutherland-Hodgman works best for:
- (A) Concave polygons
 - (B) Convex polygons
 - (C) Circles
 - (D) Lines
100. Clipping window is usually:
- (A) Circle
 - (B) Triangle
 - (C) Rectangle
 - (D) Polygon