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School of Computing Science and Engineering
BCA with Industry Oriented Specialization in Multimedia and Animation
Mid Term Examination - Nov 2023

Duration : 90 Minutes
Max Marks : 50

Sem III - E1UG301B - 2D Animation

General Instructions

Answer to the specific question asked

Draw neat, labelled diagrams wherever necessary

Approved data hand books are allowed subject to verification by the Invigilator

- 1) What are the types of video compressions available? K2 (2)
- 2) Difference between DDA and Bresenham's line drawing algorithm. K1 (3)
- 3) Describe Animation process in detail with suitable example. K2 (4)
- 4) Explain boundary fill algorithm with pseudo code. Also mention its limitations if any. K2 (6)
- 5) What is Projection? Differentiate between parallel projections from perspective projection with an example. K3 (6)
- 6) What is transformation in computer graphics? List out basic transformation techniques. Explain scaling transformation with respect to 2D. K3 (9)
- 7) If a boundary is 8-connected, can 8-boundary fill algorithm be used to fill the region bounded by that boundary? If no, Why? K4 (8)
- 8) Given a triangle with corner coordinates (0, 0), (1, 0) and (1, 1). Rotate the triangle by 90 degree anticlockwise direction and find out the new coordinates. K4 (12)

OR

- Given a triangle with coordinate points A(3, 4), B(6, 4), C(5, 6). Apply the reflection on the Y axis and obtain the new coordinates of the object. K4 (12)