Solve All MCQ's in the Given time   Total marks = 5

1. A view is selected by specifying a sub-area of the _____ picture area.
   a) half
   b) total
   c) full
   d) quarter
   Answer : b
   Explanation: We consider a formal mechanism of view, that is, which part of the picture is to be displayed. That's why we select a view by specifying a sub-area of the total picture area.

2. Co-ordinates are ranging according to the screen resolution.
   a) True
   b) False
   Answer : a
   Explanation: When we display a scene, only those objects which have a particular window are displayed. So for that mechanism to work, co-ordinates are made to range themselves according to the screen resolution.

3. Any convenient co-ordinate system or Cartesian co-ordinates which can be used to define the picture is called _____
   a) spherical co-ordinates
   b) vector co-ordinates
   c) viewport co-ordinates
   d) world co-ordinates
   Answer : d
   Explanation: World Coordinate Systems (WCS) are the type of coordinate systems which describe the physical coordinates associated with a data array, such as sky coordinates. It is also used to denote wavelengths of a spectrum and to draw astronomical images.

4. Which of the following co-ordinates are NOT used in 2d viewing transformation?
   a) modelling co-ordinates
   b) viewing co-ordinates
   c) vector co-ordinates
   d) device co-ordinates
   Answer : C

Explanation: Vector co-ordinates are used to denote vectors which are physical quantities having magnitude as well as direction. In 2d viewing transformations-Modelling co-ordinates, viewing co-ordinates, Normalised co-ordinates and Device co-ordinates are used.

5. The process of elimination of parts of a scene outside a window or a viewport is called _____
a) cutting
b) plucking
c) clipping
d) editing
Answer : C
Explanation: Clipping is the process of cutting out extra material. In the context of computer graphics, clipping is a method to selectively enable or disable rendering operations within a defined region of interest.