1.A ………..transformation is used to increase or decrease size of an object.

a.Rotation b.Scaling c.Translation d.Reflection.

ans:b

2.Angular displacement of an object is ………. .

a.Reflection b.Scaling c.shearing d.Rotation.

Ans:d

3.If we multiply any matrix A with …………. Matrix then we get original matrix.

a.translation matrix b. opposite matrix c. Identity matrix d. none.

Ans:c

4. If angle Q is negative then rotation direction will be ………

a.parallel b.clockwise c. anticlockwise d.perpendicular

ans: b

5. The shape of the object gets modified by …………. Transformation.

a.scaling b.rotation c.translation d.Shear

ans:d

6. ……………..is an transformation that produces an mirror image of an object.

a.reflection b.rotation c.translation d.Shear

ans:a

7.After rotating a triangle having A(0,0),B(6,0),C(3,3) by 90 degree in anticlockwise direction

Then resulting triangle will be………….

a.A(0,0) ,B(3,3) ,C(0,6)

b.A(0,0) ,B(3,3) ,C(0,7)

c.A(0,0) ,B(0,6) ,C(-3,3)

d.A(0,0) ,B(1,3) ,C(0,6)

ans:c

8.The point (x,y) becomes (y,x) in ………….transformation

a.reflection at origin b.reflection at line y=x c.reflection at y axis d.none

ans:b

9.A point (x,y) becomes (-x,y) in …….. transformation

a.reflection at origin b.reflection at line y=x c. reflection at y -axis d.none

ans:c

10.In Y-shear transformation point (x,y) becomes …….

a .(x,xa+y) b. (y,xa+y) c.(x+yb,xa+y) d none

ans:a

11.Two consecutive scaling transformation is always ………..

a .associative b. inverse c. commutative d none

ans:c

12. ………transformation needs homogeneous coordinates to represent it in a matrix form

a.scaling b.rotation c.reflection d.translation

ans:d

13.If a circle is scaled in only one direction then in will become……..

a.parabola b.ellipse c.hyperbola d.none

ans:b

14.Any 2D point is represented in matrix form with dimension as……..

a.1X2 b.2X1 c.1X1 d.2X2

ans:a

15.If the angle q is in …………….then the rotation direction will be anticlockwise

a.positive b.negative c.perpendicular d.none

ans:a

16……………matrix is also called as unit matrix.

a.scalar b.identity c.translation d.rotation

ans:b

17.Reflection is nothing but ………degree rotation.

a.0 b.90 c.180 d.270

ans:c

18.If we scale a a square ABCD with coordinates a(0,0) ,b(5,0) ,c(5,5) ,d(0,5) by 21 units for x-direction &3 units for y-direction ,then the final cordinates will be……..

a.A(0,0), B(10,0), C(10,15), D(0,15)

b. A(0,0), B(10,0), C(15,10), D(15,0)

c. A(), B(0,10), C(15,0), D(15,0)

d. A(0,0), B(10,0), C(0,10), D(15,0)

ans:a

19.A point x(2,3) is represented in homogeneous coordinates as

a.(2,3) b.(2,3,0) , c(2,3,1) ,d.(0,1)

ans:c

20.Homogeneous coordinates are represented in …………form.

a.2X2 b.1X1 c.1X2 d.2X1

ans:a

21………transformation is formed by scaling and rotation.

a.reflection b.scaling c.shear d.none

ans:c

22.Two consecutive rotation transformation is always…….

a.additive b.multilpicative c.substractive d.inverse

ans:a

23. Object coordinates are multiply by some constants known as………

a.scaling factor b.translation factor c.inverse d.none

ans:a

24. ……….is stored in matrix form as rows and columns.

a.pixel b.image c.pixel values d.addressable element.

Ans:b

25.To find …………….matrix in 2D is not possible.

a.scaling b.rotation c.reflection d.translation

ans:d

26. ……………..can be assigned as a share parameter

a.integer b.real no c.random no d.floating point no

ans:b

27. Translation distance (dx,dy) is called as……..

a. Translation vector b. Shift vector

c. Both a &b d.None of these

ans: c

28.Successive scaling operations are………….

a. Additive b. Subtractive

d.Multiplicative d.Infinite

ans: c

29. …………… transformations can be used to modify object shape

a. Translation b. Reflection

c. Shear d. Shading Scale

ans: c

30. Positive values for the rotations angle (α) defines …………….

a. Counterclock wise rotations about end point

b. counterclock wise rotation about pivot point

c. counterclock wise translation about pivot point

d. negative direction

ans: b

31……………..generally refers to any time sequence of visual changes in scenes

a.computer animation b.graphics c.framework d.none

ans:a

32. 170. Every vertex is the end point for at least \_\_\_\_\_\_\_ edge.

a. 1 b.2 c.3 d.4

ans:2

33. . Each polygon has at least \_\_\_\_\_\_\_\_\_\_\_\_ shared edge

a. 1 b. 2 C. 3 d. 4

ANSWER: A

34. Different tints are produced by adding\_\_\_\_\_\_\_\_\_\_\_\_\_ pigment to the original color.

A. red. B. blue C. black D. white

ANSWER: D

35. . A polygon mesh approximation to a curved surface can be improved by dividingthe surface into smaller\_\_\_\_\_\_\_\_\_\_.

A. polygon facets. B. octagon facets. C. squares D. circles

ANSWER: A

36. A way of storing\_\_\_\_\_\_\_\_\_ is to create lists namely vertex table, edge table and polygon table. A. convergence data. B. storage table. C. polygon surface table. D. geometric data.

ANSWER: D

37. The edge table contains pointers back to the \_\_\_\_\_\_\_\_\_\_\_\_\_\_ to identify vertices for each polygon edge. A. vertex table. B. polygon table. C. edge table. D. expanded vertex table.

ANSWER: A

38.Vector v is called as……..vector

a.word coordinate b.view up c.direction d.none

ans:b

39. . Light comes from

a.an atom b.electron c.molecule d.all

ans:a

40.VGA stands for

a.visual graphics array

b.video graphics array

c. b.video graphics array

d.none

ans:a

41. A Picture definition is stored in \_\_\_\_\_\_\_\_\_\_\_ buffer area in memory.

A. frame. B. outer. C. refresh. D. restore.

ANSWER: A

42. The rate at which the picture is redrawn on the screen is called \_\_\_\_\_\_\_\_\_\_\_ rate.

A. buffer. B. refresh. C. drawn. D. delete.

ANSWER: B

43. A system with 24 bites per pixel & a screen resolution of 1024 by 1024 requires\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ mega byte of storage for frame buffer.

A. 9. B. 7. C. 3. D. 2.

ANSWER: C

44.Beam of electrons emitted by an electron gun is also called as \_\_\_\_\_\_\_\_\_\_\_\_\_\_.

A. electric rays B. magnetic rays. C. cathode rays. D. infra-red rays.

ANSWER: C

45. A shadow-mask CRT has\_\_\_\_\_\_\_\_\_\_\_\_\_\_ phosphor color dots at each pixel position.

A. five. B. four C. three D. two.

ANSWER: C

46. 45. DVST stands for \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.

A. Device View Storage Tube. B. Direct View Space Tube. C. Direct View Storage Tube. D. Device View Space Tube.

ANSWER: C

47. Refresh rates are described in units of \_\_\_\_\_\_\_.

A. pixel. B. meter C. hertz D. cubic

ANSWER: C

48. After refreshing each scan line is called the \_\_\_\_\_\_\_\_\_\_.

A. vertical retrace. B. horizontal retrace. C. interlace D. buffer line.

ANSWER: B

49. Example of a random-scan display is\_\_\_\_\_\_\_\_.

A. pen plotter. B. mouse C. keyboard D. printer

ANSWER: A

50. . The translation distance pair (tx, ty) is called\_\_\_\_\_\_\_\_\_\_.

A. sector shift. B. shift vector. C. matrix vector. D. coordinate vector

ANSWER: B

51. Which attributes of image transformation change the size of an image corresponding to the x-axis and y-axis

* 1. SCALE-X
  2. SCALE-Y
  3. **Both a & b**
  4. None of these

Ans: C

52.Which attributes of image transformation change the position of image corresponding to the x-axis and y-axis

* 1. TRANSLATE-X
  2. TRANSLATE-Y
  3. **Both a & b**
  4. None of these

**Ans: C**

1. Which attributes of image transformation rotate the image by a given angle
   1. TRANSLATE-X
   2. TRANSLATE-Y
   3. Both a & b
   4. **None of these**

**Ans: D**

1. Which attributes of image transformation rotate the image by a given angle
   1. ROTATE-X
   2. ROTATE-Y
   3. **Both a & b**
   4. None of these

Ans: C

1. A many sided figure is termed as
   1. Square
   2. **Polygon**
   3. Rectangle
   4. None

Ans:B

1. The end point of polygon are called as
   1. Edges
   2. **Vertices**
   3. Line
   4. None of these

Ans: B

1. The line segment of polygon are called as
   1. **Edges**
   2. Vertices
   3. Line
   4. None of these

Ans:A

1. How many types of polygon are
   1. One
   2. **Two**
   3. Three
   4. Four

Ans:B

1. What are the types of polygon
   1. Convex polygon
   2. Concave polygon
   3. **Both a & b**
   4. None of these

Ans: C

60.If a line joining any of its two interior points lies completely within it are called

* 1. **Convex polygon**
  2. Concave polygon
  3. Both a & b
  4. None of these

Ans:A

61.If a line joining any two of its interior points lies not completely inside are called

* 1. Convex polygon
  2. **Concave polygon**
  3. Both a & b
  4. None of these

Ans:B

62. In which polygon object appears only partially

* 1. Convex polygon
  2. **Concave polygon**
  3. Both a & b
  4. None

Ans:B

63. If the visit to the vertices of the polygon in the given order produces an anticlockwise loop are called

* 1. Negatively oriented
  2. **Positively oriented**
  3. Both a & b
  4. None of these

Ans:B

1. If the visit to the vertices of the polygon in the given order produces an clockwise loop are called
   1. **Negatively oriented**
   2. Positively oriented
   3. Both a & b
   4. None of these

Ans:A

1. Which things are mainly needed to make a polygon and to enter the polygon into display file
   1. No of sides of polygon
   2. Vertices points
   3. **Both a & b**
   4. None of these

Ans: C