CG MCQ Test on Unit -IV Segment & Animation

1. An object can be viewed as a collection of

a. **One segment**
b. **Two segment**
c. **Several segments**
d. **None of these**

2. Every segment has its own attributes like

a. **Size, visibility**
b. **Start position**
c. **Image transformation**
d. **All of these**

3. By using the attributes of segment , we can_____ any segment

a. **Change**
b. **Control**
c. **Print**
d. **None of these**

4. A two-dimensional array contain the details of all the segment are called

a. **Segmentation table**
b. **Segment name**
c. **Operation**
d. **None of these**

5. We assign all the attributes of segment under this

a. **Segment name**
b. **Segment size**
c. **Array**
d. **None of these**

6. The initial size of segment will be_____

a. **1**
b. **0**
c. **2**
d. **3**

7. _____is very important in creating animated images on the screen

a. **Image transformation**
b. **Morphing**
c. **Clipping**
d. **None of these**

8. The graphics method in which one object is transformed into another object are called

a. Clipping

b. Morphing

c. Reflection

d. Shear

9. Example of morphing are

a. Oil takes the shape of a car

b. A tiger turns into a bike

c. Both a & b

d. None of these

10. The movement of different attributes of image would make the image dynamic and such a dynamic effect is termed as _____

a. Picture b. Animation c. Painting d.None of these

11. Deletion of any segment is much_____ than creation of any new segment

a. Easier b. Difficult c. Higher d. None

12. The RGB model display a much _____ percentage of the visible band as compared to CMYK

a. Lesser b. Larger c. Medium d. None of these

13. Non impact use various techniques to combine three color pigment _____ to produce a range of color patterns

a. Cyan , magenta and yellow
b. Cyan , white and black
c. Cyan , white and yellow
d. Black , magenta and yellow

14. The dynamic effect of an image is called

a. Video b. Animation c. Super sampling d.All of these

15. Many online animation tools are used to create animation in the form of

a. JPEG image b. PDF image c. GIF image d. None of these

16. Hue of color is related to ?

a. Luminance b. Saturation c. Incandescence d.Wavelength

17. Graphics and image processing technique used to produce a transformation of one object into another is called ?

a. Animation b. Morphine c. Half toning d. Transformation

18. Animation is based on-

a. Persistence of vision b. Thoughts c. Binocular vision d. None.

19. The technique of transition of one shape into other is known as _____

a. Animation b. Morphing c. Rasterization d. None

20. The process of calculating the number of frames required for flicker free animation is known as _____

a. key framing b. Tweeening c. Multimedia d. Animation

21. Tweens are required for _____

a. slow motion b. Fast motion c. Smooth motion d. A & C both

22. ASAS stands for _____

a. Actor Script Animation language b. Actor Small Animation language

C. After Script Animation language d. Actor Small And language

23. The layout of complete animation theme is given by _____
a. Object definition b. Storyboard c. Key-frames d. Tweening

24. The process of maintaining two images is known as _____
a. double buffering b. Paging c. segmentation d. All of above

25. An image is stored in _____

a. memory b. Display file c. CPU d. Frame Buffer

26. Computer-animation languages are put under _____ categories.

a. 2 b. 3 c. 4 d. 5

27. Which one of following doesn't belong to computer animation languages?
a. linear-list notations b. General Purpose languages c. Graphical languages d. None of above

28. Color model is also called
a. color system b. color space c. color area d. Both A and B
29. 0 degree of red color in hue image will correspond to
a. boundary b. edges c. white region d. black region

30. K in CMYK color model represents ___
a. Darkness b. Natural color
c. Transparency d. None of these

31. RGB to _____ color model Conversion is most efficient
a. HSV b. CMY c. HSI d. YIQ

32. HSV color model is also called as
a. HSI b. HSB c. HSL d. All of above

33. Hue and saturation, both together produce
a. brightness b. chromaticity c. transitivity d. reflectivity

34. Total amount of energy from light source is called_____ & amount of energy perceived by human through light source is called_____ resp.

a.Brightness, radiance b.Luminance, reflectance c.Luminance, brightness d.Radiance, luminance

34. Parameter to distinguish between colors is
a. hue b.s aturation c. Descriptor d. Both a & b

35. "_____ is the quality by which we distinguished one color from another ."

a. hue b. Value c. brightness d. Chroma

36. Use of _____ colors is significance in print.
a. complementary b. Red and Green c. Both A & B d. None of above

37. Mixing equal part of two complementary colours, will get the _____ level of saturation
a. lowest b. Highest c. Medium d. Equal
38. Random selection of ____ can be expected to produce harsh and clashing colour combinations.
a. hue b. Value c. brightness d. Chroma

39. which of the following statement/(s) is/(are) true?
p. We should limit displays to a small subspace of a colour model.
q. We should avoid displaying adjacent colours that are similar in dominant frequency.
a. p true, q false b. p false q true c. p & q both true d. p & q both false

40. Selecting colours at regular intervals along any straight line within RGB or CMY cube, we can expect to obtain a set of _____ colours.
a. well- matched b. Harsh c. clashing d. B & C both

41. When an artwork is experienced through reflected light, we are looking at
a. subtractive color b. additive color. c. complementary color. d.reflective color.

42. In color raster system, the number of color choices available depends on____
a. colors in frame buffer b. Amount of storage provided per pixel in frame buffer c. RGB color d. Neither a nor b