

Q1. In homogenous coordinates, 3-dimentional space is mapped into

Ans. 4 dimensional

Q2. Back face removal is an example of

Ans. Object Space Model

Q3. The center of display screen is computed as

Ans.  $X_{max}/2, Y_{max}/2$

Q4. All the hidden surface removal algorithms employ image space approach except

Ans. Back face removal

Q5. With a perspective projection, the front and back clipping plane truncates the infinite pyramidal plane to form a

Ans. Frustum

Q6. In synthetic curves, zero order continuity yields

Ans. Position continuous curves

Q7.

Q.No./Options Question

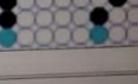
1 Weight: 2 Negative: -0.5

If the slope of the line is between  $1/2$  and  $1$ ; the algorithm by Xiaolin uses the fallowing templet.

A. 

B. 

C. 

D. 

A  B  C  D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

Click the exit button [Quit Here](#)

C

Q8.

The types of hidden surface removal algorithm are

**A. Depth comparison, Z-buffer, back-face removal**

**B. Scan line algorithm, priority algorithm**

**C. BSP method, area subdivision method**

**D. All of these**

**E. No**

D. All

Q9.

If a line joining any of its two interior points does not lie completely within it are called

- (A) Convex polygon
- (B) Concave polygon
- (C) Both a & b
- (D) None of these

B. concave

Q10.

**Q. 24** The problem of hidden surface are

- A.** Removal of hidden surface
- B.** Identification of hidden surface
- C.** Both a & b
- D.** None of these

Answer» **C.** Both a & b

Q11.

Fractals deals with curve that are

- |                          |                        |
|--------------------------|------------------------|
| A. regularly regular     | B. regularly irregular |
| C. irregularly irregular | D. irregularly regular |

Ans. B)Regularly irregular

Q12. Rgb model has

Ans 24 bit color depth

Q13.

Which surface algorithm is based on perspective depth

- A.** Depth comparison      **C.** Z-buffer or depth-buffer algorithm
- B.** subdivision method      **D.** back-face removal

Ans C. Z buffer

Q14. In which transformation the shape of an object can be modified in x-direction ,y-direction as well as in both the direction depending upon the value assigned to shearing variables

Ans. Shearing

Q15. Raster graphics are composed of

Ans. Pixels

Q16.

**Q.** The surfaces that is blocked or hidden from view in a 3D scene are known as

- A.** Hidden surface
- B.** Frame Buffer
- C.** Quad tree
- D.** Lost Surface

Answer» **A.** Hidden surface

Q17.

Interpolation spline means :

- (A)** Spline does not pass through any control points
- (B)** Spline passes through all control points
- (C)** Spline passes through some control points
- (D)** None of these

Ans. B

Q18.

- Oblique projection with an angle of 45 degree to the horizontal plane is called
- A. Cabinet Projection
  - B. Cavalier Projection
  - C. Isometric Projection
  - D. none of the above

Ans B. Cavalier

Q19.

The equation of translation transformation will be

- A.  $X' = X + T_x, Y' = Y + T_y, Z' = Z + T_z$
- B.  $X' = X \cdot S_x, Y' = Y \cdot S_y, Z' = Z \cdot S_z$
- C. Both of these
- D. None of these.

Ans. A.

Q20.

Consider the line which starts at  $P_1(5, 14)$  and ends at  $P_2(21, 2)$ .

With the DDA (Digital Differential Analyzer) algorithm, what will be the amount added to the secondary component each time through the loop (incrementing value)?

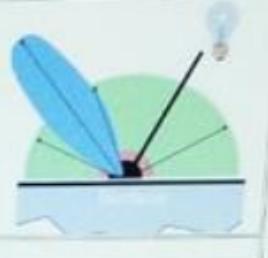
- (A) -1/2
- (B) 3/4
- (C) -3/4
- (D) 1/2
- (E) -4/3

Ans C.

Q21.

In the schematic description of the illumination model the illumination denoted by the blue colour is

- (A) Diffuse Reflection
- (B) Specular Reflection
- (C) Emission
- (D) Ambient Illumination



B. Specular reflection

Q22.

The specular highlights shown in this image are formed by

- (A) De Lambert's Illumination
- (B) Emission from the ball
- (C) Single Source of light with dual Reflection
- (D) Two source of light.

C

Q23.

Q. The equation of scaling transformation  
will be \_\_\_\_\_

A.  $x_1 = x + tx, y_1 = y + ty, z_1 = z + tz$

B.  $x_1 = X.SX, y_1 = Y.SY, z_1 = Z.SZ$

C. both of these

D. none of these

Ans B.

Q24.

In Cohen-Sutherland line clipping algorithm, a line is trivially rejected if both endpoints lie on the \_\_\_\_\_ half-plane of the same clipping edge.

- A. same outside
- B. same inside
- C. outside or inside
- D. outside and inside.

Ans A.

Q25.

Moiré patterns is a

- A. Temporal Aliasing;
- B. Special Aliasing
- C. Frequency Aliasing;
- D. All of them.

B. Spatial Aliasing

Q26.

Transformation between coordinate systems of the same scale can be obtained by \_\_\_\_\_.

- A. Translation and Rotation.
- B. Scaling and Rotation
- C. Reflection and Shearing
- D. Translation and Shearing

Ans A.

Q27.

Which is not true for B-spline curves?

- (A) It has degree  $d-1$
- (B) Each spline section is influenced by  $d$  control points
- (C) One control point can affect at most  $n+d$  curve section
- (D) For  $n+1$  control point, we have  $n+1$  blending function

Ans D.

Q28.

What approximation is used to draw a line on a computer screen:

- a. Linearized approximation
- b. Non-linear approximation
- c. Discrete approximation
- d. No approximation.

Ans C.

Q29.

To specify that a function should run on GPU and called from the host definition should be preceded by

A. `_kernel_`

B. `_device_`

C. `_global_`

Ans. C

Q30.

Common coordinate spaces in graphics are:

- A. Cartesian, Equatorial, Polar coordinate space.
- B. Room, State and Country Space.
- C. Object, World, Eye/Camera and Screen space.
- D. Camera, earth and environment space.

Ans . C

Q31

The degree of the curve is independent of the number of control points in \_\_\_\_\_

- (A) Hermite cubic spline
- (B) Bezier
- (C) B- Spline
- (D) None of these

Ans C. B-spline

Q32.

Consider the line which starts at  $P_1(5, 14)$  and ends at  $P_2(21, 2)$ .

How many pixels will there be in this line?

(A) 12

(B) 16

(C) 24

(D) 20

(E) 10

Ans. B)16

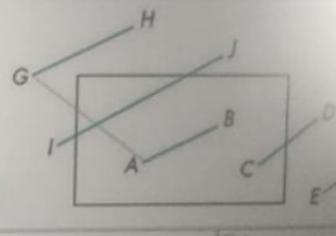
Q33.

Question

Consider the following figure:

Which of the following five line segments can be trivially rejected on the first pass of Cohen-Sutherland line clipping?

- (a) AB      (b) CD      (c) EF      (d) GA      (e) IJ



Ans. C)EF

Q34.

Question

The types of projection are

- A. Parallel projection and perspective projection
- B. Perpendicular and perspective projection
- C. Parallel projection and Perpendicular projection
- D. None of these

Ans. A)

Q35.

In a computer, consisting of a host CPU and Device GPU:

- A. Graphic processes GPU runs independently as host and CPU as a device.
- B. CPU reduces latency while GPU increases throughput.
- C. CPU handles Complex sequential task while GPU handles simple but parallel tasks.
- D. Both B and C.

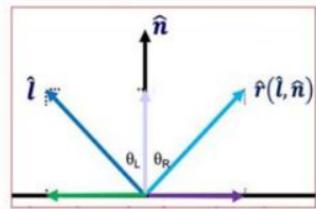
Ans. D

Q36.

## 15 Question

Ideal mirror reflection vector  $\hat{r}$  can be determined in function of  $(\hat{n}, \hat{l})$ :

- (A)  $\hat{r} = (\hat{n} \cdot \hat{l})\hat{n} - \hat{l}$       (B)  $\hat{r} = \hat{n} - \hat{l}$   
 (C)  $\hat{r} = 2(\hat{n} \cdot \hat{l})\hat{n} - \hat{l}$       (D)  $\hat{r} = \hat{n} - 2(\hat{n} \cdot \hat{l})\hat{l}$

 A B C D

Choose your option and submit to move to next question.  
Once moved not possible to come back.

Ans. C

Q37.

*Online Evaluation*

Multiple Choice Questions - Session pavangv  
 Test Start Time: 11:00:00 - Test End Time: 12:00:00  
 Total No. of Questions: 50  
 Time at server during last submission: 11:51:37

Options Question

In Cohen-Sutherland line clipping algorithm, if the two vertex codes have at least one bit in common ( $C_1 \text{ AND } C_2 \neq 0$ ), then the line is trivially \_\_\_\_\_

A. rejected      B. accepted      C. truncated      D. dissipated

A       B       C       D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

If you wish to quit then click the quit button

Ans. A

Q38.

Which term is varied in the illumination model over these spheres?

(A) Ambient Term  
 (B) Angle of incident light  $\{\cos \theta\}$ .  
 (C)  $n_{shiny}$  in the Phong illumination.      (D) Emission Term  $I_E$  in the illumination equation

A       B       C       D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

Ans. C

Q39.

Question

A line connecting the points (1, 1) and (5,3) is to be drawn, using the DDA algorithm. The increments are:

- (A) x-increment = 1 ; y-increment = 1
- (B) x-increment = 0.5; y-increment = 1
- (C) x-increment = 1 ; y-increment = 0.5
- (D) None of the above

A

B

C

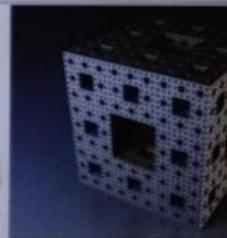
Choose your option and submit to move to next question.  
Once moved not possible to come back.

Ans. C

Q40.

Question

Fractal Dimension of a Sierpinski cube as shown in the figure is:



- (A) 18/3
- (B) 31/4
- (C) 25/4
- (D) 11/2
- (E) 20/3

A

B

C

D

E

Ans. D

Q41

Question

If the slope of the line is between 1 and 2; the algorithm by Xiaolin Wu uses the following template.

A.



B.



C.



D.



A

B

C

D

Choose your option and submit to move to next question.  
Once moved not possible to come back.

Ans. B

Q42

Question

What is the homogeneous matrix to rotate a point by 90° about the z-axis?

(A)  $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & -1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

(B)  $\begin{bmatrix} 1 & 1 & 0 & 0 \\ 0 & 1 & 1 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

(C)  $\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 1 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 1 & 0 \end{bmatrix}$

(D)  $\begin{bmatrix} 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

(E)  $\begin{bmatrix} 0 & -1 & 0 & 0 \\ 1 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

A     B     C     D     E

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

Ans. D

Q43

Question

In order to concatenate the transformation all the transformation matrices should be \_\_\_\_\_.

A. added    B. subtracted    C. divided    D. multiplied

A     B     C     D

Choose your option and submit to move to next question.

D. Multiplied

Q44

In the video of the helicopter the 5 identical rotator blades of the helicopter were not visible while the helicopter was flying. This is because:

A. A camera trick was applied so that the blades of the helicopter does not rotate..  
 B. Multiple of 1/5 rotation period of the helicopter blades was in sync with the frame rate.  
 C. Camera was physically rotated with 1/5 speed of rotation period of the helicopter to stop the blades.  
 D. Helicopter blades were stopped and magnetic levitation was applied.

A     B     C     D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

B

Q45

Consider the two points **A**(1, 1) and **B**(4, 7). Let  $P(u)=(x(u),y(u))$  be a parametric function. What is a parametric equation of the line segment joining the point **B**?

- (A)  $x(u)=3u, y(u)=u+1$       (B)  $x(u)=4u, y(u)=7u$       (C)  $x(u)=3u+1, y(u)=6u+4$   
 (D)  $x(u)=u, y(u)=2u+1$       (E)  $x(u)=4u, y(u)=2u-1$

C

Q46

Consider the following statements about affine transforms.

- (i) All lines are mapped to lines.  
 (ii) All angles are preserved.  
 (iii) All parallel lines remain parallel.

Which of the above statement(s) is/are true?

- A. Only (i) and (iii).  
 B. Only (i) and (ii).  
 C. Only (ii) and (iii).  
 D. All.  
 E. Only (i).

A

B

C

D

E

A.

Q47

Which of the following is not a rigid body transformation?

- A. Shearing      B. Rotation      C. Translation      D. Reflection

A

B

C

D

Please note your option and submit to move to next question.  
 Once moved not possible to come back.

Please note your option and click on submit do not choose any option.

A

Q48

Question

"S" is a scaling that contracts everything by a factor of 1/3 along the x-axis, expands everything by a factor of 7 along the y axis, and leaves things unchanged along the z-axis. What is the 4x4 matrix representation for S?

(A)	(B)	(C)	(D)	(E)
$\begin{bmatrix} 3 & 0 & 0 & 0 \\ 0 & -7 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} 1 & 0 & 0 & 0 \\ 0 & 7 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} -\frac{1}{3} & 0 & 0 & 0 \\ 0 & -7 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} 1 & 0 & 0 & 3 \\ 0 & 1 & 0 & 7 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$	$\begin{bmatrix} -3 & 0 & 0 & 0 \\ 0 & -7 & 0 & 0 \\ 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 1 \end{bmatrix}$

B

Q49 The parametric form of 3D sp line are

Answer: X=f(t), y=g(t), z=h(t)

Q50

Question

The center of display screen is computed as

A.  $X_{max}, Y_{max}$       B.  $X_{max}/3, Y_{max}/3$   
C.  $(X_{max} - X_{min})/2, (Y_{max} - Y_{min})/2$       D. None of these

D

Q51

For a **15 inch** screen is drawn with **width=9 inch**. The aspect ratio of the drawing is

A. 5:3

B. 3:5

C. 4:5

D. 3:4

AR=W/H = 3:5

Q52

### The illumination equation used in graphics.

A.  $I_\lambda = k_{E,\lambda} + I_{a,\lambda} k_{a,\lambda} + \sum_{light} I_{d,j,\lambda} \left[ (\hat{n} \bullet \hat{L}_i) k_{d,\lambda} + k_{s,\lambda} (\hat{n} \bullet \hat{V})^n \right] + k_{s,\lambda} (\hat{L}_i \bullet \hat{V})^n ]$

B.  $I_\lambda = k_{E,\lambda} (\hat{L}_i \bullet \hat{V}) + I_{a,\lambda} k_{a,\lambda} + \sum_{light} I_{d,j,\lambda} [ (\hat{n} \bullet \hat{L}_i) k_{d,\lambda} + k_{s,\lambda} (\hat{n} \bullet \hat{V})^n ] + k_{s,\lambda} (\hat{L}_i \bullet \hat{V})^n ]$

C.  $I_\lambda = k_{E,\lambda} + I_{a,\lambda} k_{a,\lambda} + \sum_{light} I_{d,j,\lambda} \left[ (\hat{n} \bullet \hat{L}_i) k_{d,\lambda} + 2^n k_{s,\lambda} (\hat{n} \bullet \hat{V})^n \right] + k_{s,\lambda} (\hat{L}_i \bullet \hat{V})^n ]$

D.  $I_\lambda = k_{E,\lambda} + I_{a,\lambda} k_{a,\lambda} + \sum_{light} I_{d,j,\lambda} [ (\hat{n} \bullet \hat{L}_i) k_{d,\lambda} + k_{s,\lambda} (\hat{L}_i \bullet \hat{V})^n ] + k_{s,\lambda} (\hat{n} \bullet \hat{V})^n ]$

$$I_\lambda = k_{E,\lambda} + I_{a,\lambda} k_{a,\lambda} + \sum_{light} I_{d,j,\lambda} [ k_{d,\lambda} (\overline{N} \bullet \overline{L}_{light}) + k_{s,\lambda} (\overline{R}_{light} \bullet \overline{V})^n ]$$

Q53

If the Screen Resolution: 1024 X 768 pixel and 3 Primary colours RGB with **8bits** resolution for each colour, and if the screen is refreshed 50 times/sec; determine the megaflops to maintain the screen. floating-point numbers use the IEEE format. Single-precision values with float type have **4 bytes**.

29.5Mflops

*Online Evaluation*

Multiple Choice Questions - Session pavangvc  
Test Start Time:11:00:00 - Test End Time:12:00:00  
Total No. of Questions: 50  
Time at server during last submission: 11:37:57

tion

\_\_\_\_\_ is a simple object space algorithm that removes about half of polygon in an image as about half of the faces of objects are back faces

**A. Wire frame model**      **B. Constructive solid geometry me**  
**C. Isometric projection**      **D. Back face removal**

B       C       D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

Q54

**D**

Q55

*Online Evaluation*

Multiple Choice Questions - Session pavangvc  
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ons Question

The quality of an image depend on

**A. No. of line used by image**      **B. No. of pixel used by imag**  
**C. No. of resolution used by image**      **D. None**

A       B       C       D

Choose your option and submit to move to next question.  
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**B**

Q56

*Online Evaluation*

Multiple Choice Questions - Session pavangvc  
 Test Start Time: 11:00:00—Test End Time: 12:00:00  
 Total No. of Questions: 50  
 Time at server during last submission: 11:40:37

Q.No./Options	Question
12 Weight: 2 Negative: -0.5	<b>Bresenham algorithm faster than DDA since _____</b> <b>(A) No floating point computation is performed.</b> <b>(B) Only the sign bit of a floating point computation needs to be resolved.</b> <b>(C) The CPU is faster than the GPU</b> <b>(D) The GPU has multiple processors and DDA does not work on GPU</b>
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C	Choose your option and submit to move to next question. Once moved not possible to come back. If you wish to skip the question, click on submit do not choose any option.
<input type="button" value="Submit"/>	<small>If you wish to quit then click the quit button <a href="#">Quit Here</a>.</small>

**A**

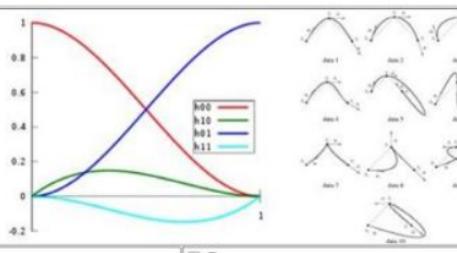
**Q57**

**Question**

What are the constraints for the Hermite Splines

A. 1 Knots and 1 derivatives at the knots  
 B. 2 Knots and 1 derivatives at the knots  
 C. 2 Knots and 2 derivatives at the knots  
 D. 3 Knots and 2 derivatives at the knots

A       B       C       D



**C**

**Q58**

The basic ray tracing algorithm provides

<b>A. Visible-surface detection</b> <b>C. Shadow effect, multiple light source illumination</b>	<b>B. Transparency</b> <b>D. All of these</b>
--	--

A       B       C       D

Choose your option and submit to move to next question.  
 Once moved not possible to come back.  
 If you wish to skip the question, click on submit do not choose any option.

**D**

**Q59**

In Cohen-Sutherland line clipping algorithm, a line is trivially rejected if both endpoints lie on the \_\_\_\_\_ half-plane of the same clipping edge.

- A. same outside    B. same inside    C. outside or inside    D. outside and inside.

A

Q60

In Beizer Curve, \_\_\_\_\_ actually lie on the curve.

- (A) Only first control point  
(B) Only last control point  
(C) First and last control points  
(D) All the control points

C

Q61

Reflection of a point about x axis followed by counter clockwise rotation of  $90^\circ$ , is equivalent to reflection about the line?

- A.  $x = -y$     B.  $y = -x$     C.  $x = y$     D.  $x + y = 1$

C

Q62

If Homogeneous coordinate system is then is  $(x_h, y_h, z_h, \omega_h)$ , the Cartesian coordinates  $(x, y, z)$  then is represented by

- A.  $x = x_h, y = y_h, z = z_h$ .    C.  $x = \frac{x_h}{y_h}, y = \frac{y_h}{x_h}, z = \frac{z_h}{\omega_h}$ .  
B.  $x = \frac{x_h}{\omega_h}, y = \frac{y_h}{\omega_h}, z = \frac{z_h}{\omega_h}$ .    D.  $x = \frac{x_h}{z_h}, y = \frac{y_h}{z_h}, z = \frac{z_h}{z_h}$ .

B

Q63

estion

---

Shading: reflection and lighting is part of which pipeline

**(A) Illumination Pipeline**

**(B) Shading**

**(C) Imaging Pipeline**

**(D) Geometry**

A

B

C

Please choose your option and submit to move to next question.

Note: Once submitted, the answer cannot be changed.

If you wish to skip the question, click on submit do not choose any option.

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D

Q64

Which is not true for B-spline curves? S Computer Graphics

- A It has degree  $d-1$
- B Each spline section is influenced by  $d$  control points
- C One control point can affect at most  $n+d$  curve section
- D For  $n+1$  control point, we have  $n+1$  blending function

Show Answer : D

Q65

A line OG is used to draw spokes of a wheel by rotating it around the point O which is at origin.

- A. Line drawing code is invoked to join OG, all points of line are rotated to draw the spokes.**
- B. Line drawing code is invoked to join OG, Point G is rotated to G' and line drawing code is invoked each time to join G' of the spokes.**
- C. Points are randomly selected and drawn on the spokes.**
- D. line is drawn only using DDA algorithm.**

B) most probably

Q66

Q.No.	Options	Question
6		<p>These sort of images are possible because of</p> <p><b>(A)</b> Orthonormal Projections and Camera Position  <b>(B)</b> Translation not being a Linear Transformation  <b>(C)</b> Perspective Projections and Camera Position  <b>(D)</b> Non of the Above.</p>
		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
		Choose your option and submit to move to next question. Once moved not possible to come back. If you wish to skip the question, click on submit do not choose any option.
	Submit	

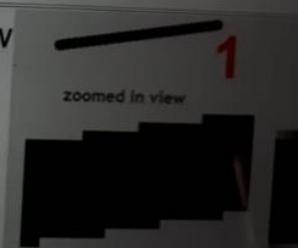


C

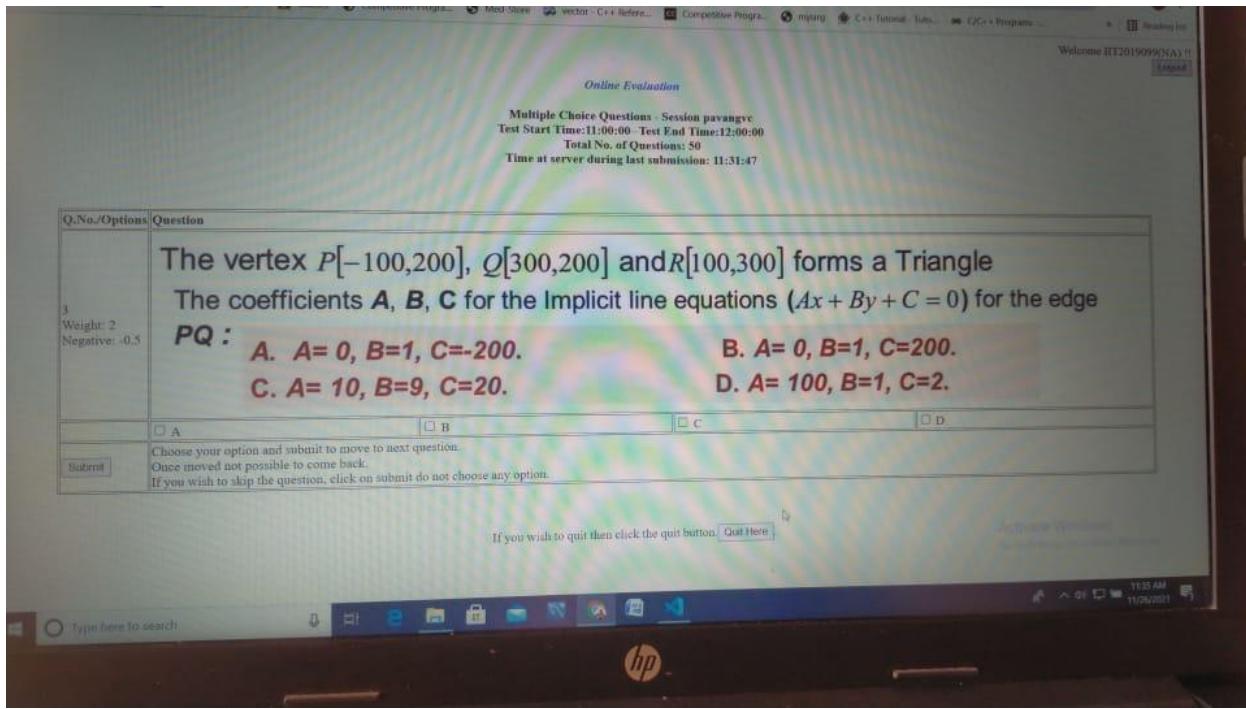
Q67

Multiple Choice Questions - Session pavangvc  
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 Total No. of Questions: 50  
 Time at server during last submission: 11:34:47

as	Question
5	<p>The Zoomed view of the line in the image 1 and 2 show</p> <p><b>(A)</b> That 1 and 2 are Aliased.  <b>(B)</b> That 1 is Anti-Aliased while 2 is Aliased.  <b>(C)</b> That 1 is Aliased while 2 is Anti-Aliased.  <b>(D)</b> That 1 has larger pixels than 2.</p>
	<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
	Choose your option and submit to move to next question. Once moved not possible to come back.

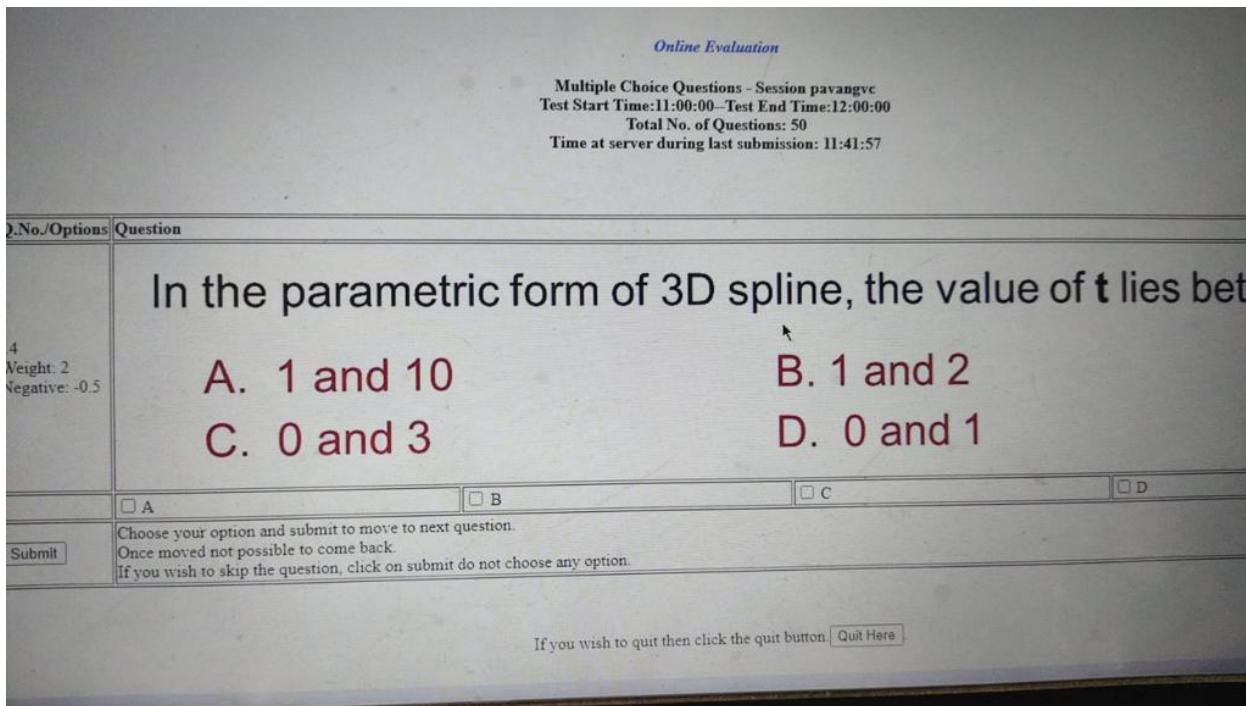


Q68



A

Q69



Ans D

Q70

Multiple Choice Questions - Session pavangvc  
Test Start Time:11:00:00 - Test End Time:12:00:00  
Total No. of Questions: 50  
Time at server during last submission: 11:41:47

estion

The core in an Intel CPU has

A Only ALUs       B ALU + Registers + Control unit + some other

C ALU + GPU + Control Units       D ALU + GPU + FAT + Rectifiers +

A       B       C       D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

If you wish to quit then click the quit button. [Quit Here](#)

Q71

Online Evaluation

Multiple Choice Questions - Session pavangvc  
Test Start Time:11:00:00 - Test End Time:12:00:00  
Total No. of Questions: 50  
Time at server during last submission: 11:41:09

Options	Question
-0.5	In DDA algorithm <b>xIncrement = dx / (float) steps;</b> <b>yIncrement = dy / (float) steps.</b> When the slope of the line <b>m</b> <
	<input type="checkbox"/> A steps = ABS(dy); <input type="checkbox"/> B steps = 1; <input type="checkbox"/> C steps = ABS(dx); <input type="checkbox"/> D steps = ABS(1/m).

A       B       C       D

Choose your option and submit to move to next question.  
Once moved not possible to come back.  
If you wish to skip the question, click on submit do not choose any option.

If you wish to quit then click the quit button. [Quit Here](#)

C

Q72

Final C3 Assessment | gvc c3 mcq exam - Google Doc | (7) WhatsApp | https://project.iita.ac.in/evaluation/submitserial.php | Reflecting Surface - an overview | +

Welcome iit2019112(NA) !! Logout

**Online Evaluation**

Multiple Choice Questions - Session pavangyc  
Test Start Time:11:00:00--Test End Time:12:00:00  
Total No. of Questions: 50  
Time at server during last submission: 11:44:14

Options	Question
: 2 ve: -0.5	In Cohen-Sutherland line clipping algorithm, if both the outcodes are 0 ( $C_1 \text{ OR } C_2 = 0$ ), then the line is trivially _____. <b>A. rejected    B. accepted    C. truncated    D. dissipated.</b>
	<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
	Choose your option and submit to move to next question. Once moved not possible to come back. If you wish to skip the question, click on submit do not choose any option.

B

Q73

https://project.iita.ac.in/evaluation/submitserial.php

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**Online Evaluation**

Multiple Choice Questions - Session pavangyc  
Test Start Time:11:00:00--Test End Time:12:00:00  
Total No. of Questions: 50  
Time at server during last submission: 11:47:35

Question
The line $2x - y + 4 = 0$ if clipped against this window: $\{ W_{x_{\min}} = 0, W_{y_{\min}} = 0, W_{x_{\max}} = 200, W_{y_{\max}} = 100 \}$ will connect the points? <b>A. (0, 10) and (200, 33);    B. (0, 4) and (98, 100); C. (1, 2) and (148, 100)    D. None of above</b>
<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Choose your option and submit to move to next question. Once moved not possible to come back. If you wish to skip the question, click on submit do not choose any option.

D

Q74

### *Online Evaluation*

**Multiple Choice Questions - Session pavangvc**  
**Test Start Time:11:00:00—Test End Time:12:00:00**  
**Total No. of Questions: 50**  
**Time at server during last submission: 11:50:48**

<b>ions</b>	<b>Question</b>
Intensity and colour Quantization is part of which pipeline?	
<p><b>(A) Illumination Pipeline</b></p> <p><b>(B) Shading Pipeline</b></p> <p><b>(C) Imaging Pipeline</b></p> <p><b>(D) Geometry Pipeline</b></p>	
<input type="checkbox"/> A	<input type="checkbox"/> B
<input type="checkbox"/> C	<input type="checkbox"/> D
<p>Choose your option and submit to move to next question.        Once moved not possible to come back.        If you wish to skip the question, click on submit do not choose any option.</p>	
<p>If you wish to quit then click the quit button <a href="#">Quit Here</a>.</p>	

C