

# Medicaps University

## Oral Examination December - 2021

**Paper Code:** CS3CO24  
**Paper Name:** CGMM

**From Each Unit: Minimum 120 questions and as many as possible, if it is 240 questions and more it will be well and**

Sl No	Unit	Question No	Question
1	I	1	What is Computer Graphics?
2	I	2	Write the essential application of computer-graphic?
3	I	3	Write the difference between vector and raster graphics?
4	I	4	Where is raster scan display used?
5	I	5	What is random and raster scan display?
6	I	6	How does raster scan work?
7	I	7	What graphics are used for?
8	I	8	What is CRT and its working?
9	I	9	What is graphic screen?
10	I	10	What is the need of refreshing in a raster scan display?
11	I	11	What is CRT controller?
12	I	12	What is the relation between pixel and frame buffer?
13	I	13	What is the function of frame buffer in computer graphics?
14	I	14	What is the Advantages of DVST?
15	I	15	What are the factors which determine the size of the frame buffer?
16	I	16	What is shadow mask method?
17	I	17	What is refresh buffer in graphics?
18	I	18	What is the pixel?
19	I	19	What is resolution?
20	I	20	What does 640x480 pixels mean?
21	I	21	What is Aspect ratio?
22	I	22	What is random scan?
23	I	23	What do you mean by rasterization?
24	I	24	Where is random scan used?
25	I	25	Which is better random or raster scan?
26	I	26	What do you mean by DVST?
27	I	27	What are benefits of DVST?
28	I	28	What is the function of writing gun in DVST?
29	I	29	What are the Disadvantages of DVST ?
30	I	30	How does a LCD work?
31	I	31	Is LCD better than LED?
32	I	32	Does LCD have liquid?
33	I	33	What material is used in LCD?
34	I	34	What is the difference between LED and LCD?
35	I	35	What is DDA algorithm?
36	I	36	How does DDA algorithm works?
37	I	37	What are disadvantages of DDA algorithm?
38	I	38	What are line drawing algorithms?
39	I	39	Why do we prefer incremental algorithm over DDA?
40	I	40	What are the advantage of DDA Algorithm?
41	I	41	What is the main reason behind developing algorithms for scan conversion?
42	I	42	What are the side effects of scan conversion?

43	I	43	What is Aspect ratio?
44	I	44	What is a dot size?
45	I	45	What is DDA Stands for?
46	I	46	In Bresenham's line algorithm, if the distances $d1 < d2$ then decision parameter $P_k$ is_____
47	I	47	How does Bresenham's line drawing algorithm work?
48	I	48	Why Bresenham's line drawing algorithm is needed?
49	I	49	Why Bresenham's line algorithm is preferred over DDA line algorithm?
50	I	50	Why we use Bresenham's line drawing algorithm?
51	I	51	How Bresenham's algorithm is better than DDA?
52	I	52	What is the advantage of using the Bresenham algorithm?
53	I	53	What is the formula for calculating the slope 'm' of a line?
54	I	54	What do you mean by scan conversion?
55	I	55	What is decision parameter in Bresenham's line drawing algorithm?
56	I	56	Which of the following options is not correct according to the definition of Bresenham's line drawing algorithm? It gives a close approximation of points of line by determining n-dimensional raster that should be selected. It is an incremental error algorithm. It gives exact line points. None of the above
57	I	57	Why the circle drawing algorithm is called Midpoint Circle Algorithm?
58	I	58	What is the basis of scan conversion of a circle?
59	I	59	What is circle equation?
60	I	60	What are the steps of midpoint circle algorithm explain?
61	I	61	How midpoint is used in mid point circle algorithm?
62	I	62	What is the value of initial decision parameter in midpoint circle algorithm?
63	I	63	Why do we need a decision parameter in Bresenham line drawing algorithm?
64	I	64	Which are advantages and disadvantages of midpoint circle drawing algorithm?
65	I	65	What is Bitmap?
66	I	66	The smallest addressable screen element. Is called? Pixel Graph voltage levelno Colour information
67	I	67	Brasenham's algorithm seeks to select the optimum raster locations that represent a : (A) Straight line (B) Curve line (C) Polygon (D) None of these
68	I	68	What are the 4 types of symmetry?
69	I	69	In Brasenham's circle generation algorithm if(x,y) is the current pixel position then y-value of the next pixel position is : (A) Y or Y+1 (B) Y alone (C) Y+1 or Y-1 (D) Y or Y-1

70	I	70	In Bresenham's circle generation algorithms if (x,y) is the current pixel position then the x-value of the next pixel position is : (A) X (B) X-1 (C) X+1 (D) X+2
71	I	71	Is the 8 way symmetry of the circle to generate it?
72	I	72	What is pixel mask?
73	I	73	The value of the decision parameter determines whether the mid-point lies ____ boundary and the then position of the mid-point help in drawing the ellipse.
74	I	74	The basic principle of Bresenham's line algorithm is ____ (A) To select optimum raster location (B) To select either $\Delta x$ or $\Delta y$ whichever is larger (C) We find on which sides of the line the midpoint lies (D) Both (a) and (b)
75	I	75	The memory area which holds a set intensity values for all the screen points is : (A) Frame buffer (B) Refresh RAM (C) Video cache (D) RAM
76	I	76	Which of the following is emmissive display ? (A) LCD (B) LED (C) GPT (D) DVST
77	I	77	Write the properties of video display devices?
78	I	78	Which component of computer graphics is to pass the contents of frame buffer to monitor ? (A) Memory buffer (B) Display controller (C) Monitor (D) None of these
79	I	79	Shadow mask method is used in ____ system. (A) Raster scan (B) Random scan (C) Clipping (D) Windowing
80	I	80	Compare Bresenham's and mid Point circle drawing algorithm.
81	I	81	What is decision parameter in midpoint circle drawing algorithm?
82	I	82	Aliasing means (A) Rendering effect (B) Shading effect (C) Staircase effect (D) Cueing effect
83	I	83	Why Bresenham's circle drawing algorithm is better than midpoint circle drawing algorithm?
84	I	84	Write the essential application of computer-graphic?
85	I	85	How do you calculate decision parameter initially in bresenham's Line drawing Algorithm?

86	I	86	What will be the value of initial decision parameter if we intend to draw a line between A(3, 6) and B(4, 9) using Bresenham's algorithm? (A) 6 (B) 5 (C) 3 (D) None of these
87	I	87	what is polygon?
88	I	88	what are the types of polygon?
89	I	89	give the difference between convex and concave poygon?
90	I	90	describe inside-outside test?
91	I	91	give types of inside outside test?
92	I	92	what is even-odd test?
93	I	93	what is winding number method?
94	I	94	what is intersection?
95	I	95	what is polygon filling?
96	I	96	give the name of techniques used in polygon filling?
97	I	97	define boundary fill method?
98	I	98	what is the another name of boundary fill method?
99	I	99	what is seed point in boundary fill method?
100	I	100	why stack is used in polygon filling?
101	I	101	what is 4-connected method?
102	I	102	give cooordinate value of 4 neighboring pixel ?
103	I	103	what is 8-connected method?
104	I	104	give cooordinate value of 8 neighboring pixel ?
105	I	105	what is flood fill method of polygon filling?
106	I	106	give an example?
107	I	107	give basic difference between boundary fill and flood fill algorithm?
108	I	108	what is 2-D plane?
109	I	109	what are the coordinates?
110	I	110	what are two coordinates in 2-D plane?
111	I	111	define transformation ?
112	I	112	what is the importance of transformation?
113	I	113	what is 2-D Trnasformation?
114	I	114	how many types of techniques used in transformation?
115	I	115	list the tranformation techniques?
116	I	116	what is translation?
117	I	117	what do you mean by intial coordinates of object?
118	I	118	what are the notations for initial coordinates?
119	I	119	what do you mean by new coordinates of object?
120	I	120	what are the notations for new coordinates?
121	II	1	what is translation vector?
122	II	2	what are the notations for translation vector?
123	II	3	define translation vektor Tx?
124	II	4	define translation vektor Ty?
125	II	5	how to determine vlaue of new coordinates towards the X axis?
126	II	6	how to determine vlaue of new coordinates towards the Y axis?
127	II	7	what is translation matrix?
128	II	8	which new coordinate is added in 3*3 matrix?
129	II	9	what is scaling?
130	II	10	what is scaling factor?

131	II	11	when the size of object is increased?
132	II	12	when the size of object is decreased?
133	II	13	what are the notations for scaling factor?
134	II	14	give scaling equation for Xnew?
135	II	15	give scaling equation for Ynew?
136	II	16	what is rotation?
137	II	17	what is initial angle?
138	II	18	what is the notation for initial angle?
139	II	19	what is rotation angle?
140	II	20	what is the notation for rotation angle?
141	II	21	give rotation equation for Xnew?
142	II	22	give rotation equation for Ynew?
143	II	23	what is shearing?
144	II	24	give the name of two versions of shearing?
145	II	25	what is shearing parameter?
146	II	26	what are the notations for shearing parameter?
147	II	27	give scaling equation for Xnew in X-axis?
148	II	28	give scaling equation for Ynew in X-axis?
149	II	29	give scaling equation for Xnew in Y-axis?
150	II	30	give scaling equation for Ynew in Y-axis?
151	II	31	what is reflection?
152	II	32	what is angle of rotation in reflection?
153	II	33	what will be the size of object in reflection?
154	II	34	give reflection equation for Xnew in X-axis?
155	II	35	give reflection equation for Ynew in X-axis?
156	II	36	give reflection equation for Xnew in Y-axis?
157	II	37	give reflection equation for Ynew in Y-axis?
158	II	38	what is homogeneous coordinates?
159	II	39	what is the value of homogeneous coordinates?
160	II	40	What is the use of homogeneous coordinates and matrix representation?
161	II	41	We can combine the multiplicative and translational terms for 2D into a single matrix representation by expanding
162	II	42	Pixel is represented by a tuple $X_w, Y_w, w$ in_____.
163	II	43	If we multiply any matrix A with identity matrix then we get the_____matrix.
164	II	44	Reflection about the line $Y=X$ is equivalent to _____, followed by a anticlockwise rotation $90^\circ$ .
165	II	45	The transformation that changes the co-ordinate positions of an object along a circular path is called_____.
166	II	46	which dimensions are used for Any 2D point is represented in a matrix form
167	II	47	which dimensions are used for homogeneous coordinates is represented in a matrix form
168	II	48	how object is translated?
169	II	49	what is uniform scaling
170	II	50	how to represent translation matrix
171	II	51	how to represent rotation matrix
172	II	52	how to represent scaling matrix
173	II	53	Reflection about X-axis followed by reflection about Y-axis is equivalent to_____.
174	II	54	what are 3 basic transformation
175	II	55	when the size of the object doesn't change
176	II	56	Why Clipping is used in graphics?

177	II	57	What is primary use of clipping?
178	II	58	What are the types of clipping?
179	II	59	Which type of clipping is used to clip the character string?
180	II	60	What are the clipping algorithm?
181	II	61	How many edges of the clipping are/is present in 2D?
182	II	62	Why does clipping occurs in games?
183	II	63	What is viewing and clipping?
184	II	64	Which algorithm is used for line clipping?
185	II	65	Which clipping algorithm is used for polygon clipping?
186	II	66	Which is not a line clipping algorithm?
187	II	67	What is scan line coherence?
188	II	68	Why polygon clipping is difficult?
189	II	69	What do you understand by Noclip term ?
190	II	70	Is clipping a glitch?
191	II	71	What is near clipping plane?
192	II	72	How is clipping different from back formation?
193	II	73	what is the difference between blending and clipping?
194	II	74	What is clipping window?
195	II	75	What is exterior clipping?
196	II	76	What is generalized clipping?
197	II	77	What is the name of the region against which an object is clipped?
198	II	78	What are the conditions for a line to be clipping candidate?
199	II	79	What is word clipping ?
326	II	80	The intersection point of visual rays with the PPP is _____
327	II	81	It is a point at which the eyes of the observer are located. S and S' indicated respectively the TV and FV of S is _____
328	II	82	Which information is required to draw the perspective?
342	II	83	Plane appears as foreshortened surface in all the projection planes is known as _____
343	II	84	To save space on the drawing or to save time only _____ view may be drawn.
344	II	85	Planes which are inclined to both the reference planes are called _____
496	II	86	The secondary colors are....
497	II	87	Gray and brown are considered....
498	II	88	Colors made by mixing a primary with a secondary color
499	II	89	Blue, red, and green are...
500	II	90	The three properties of color are hue, value, and ....
96	II	91	What are the features of bitmap?
97	II	92	What are the 4 types of bitmap images?
98	II	93	What are the advantages of bitmap images?
99	II	94	What is difference between bitmap and vector graphics?
100	II	95	What file types are examples of bitmap images?
101	II	96	What are bitmap images used for?
102	II	97	What is CRT and its components?
103	II	98	What is a CRT used for?
104	II	99	GUI stands for
105	II	100	What is a pixel mask?
107	II	101	The process of positioning an object along a straight line path from one coordinate point to another is called
108	II	102	Which of the following equation is used in 2D translation to move a point(x,y) to the new point (x',y')?

109	II	103	The process of repositioning an object along a circular path is called
110	II	104	Which of the algorithm is used to color a pixel if it is not colored and leaves it if it is already filled?
111	II	105	Smallest size object that can be displayed on a monitor is called .....
112	II	106	Each screen point is referred to as .....
113	II	107	On a color monitor, the refresh buffer is also called .....
114	II	108	The distance from one pixel to the next pixel is called .....
115	II	109	..... used to regulate the flow of elections in CRT ?
116	II	110	The refresh rate below which a picture flicker is .....
117	II	111	Interlaced refresh procedure is allowed in .....
118	II	112	Vector display is well suited for .....
90	II	113	What are the three basic types of graphics?
91	II	114	What are the characteristics of vector graphics?
92	II	115	How are vectors used in computer graphics?
93	II	116	What is vector graphics composed of?
94	II	117	What is the difference between vector and pixel graphics?
95	II	118	What is bitmap with example?
120	II	119	Which controller is used to read each successive byte of data from frame buffer?
329	III	120	In the _____ method, the points on the perspective are obtained by projecting the top view with either the front view or the side view of the visual rays.
200	III	1	What are the 3D transformation ?
201	III	2	What are the types of 3D transformation ?
202	III	3	What are the steps involved in 3D transformation ?
203	III	4	What happens when in 3D space uniform scaling with respect to origin is performed?
204	III	5	What is the dimensions of matrix in 3D transformation ?
205	III	6	How is translation and scaling done in 3D?
206	III	7	Why do we need 3D transformatin?
207	III	8	what is the difference between 2D & 3d transformations?
208	III	9	How is 3D rotation performed ?
209	III	10	How many transformations are needed in 3D if the object has to rotate about an axis that is parallel to he principal axis?
210	III	11	How 3d rotation is different from 2D rotation?
211	III	12	How many vectors are there in 3D ?
212	III	13	Which type of coordinate system is used in 3D transformation?
213	III	14	What does the 3D translation tool do?
214	III	15	How does 3D graphics works?
215	III	16	What is 3D rotation matrix?
216	III	17	What are the different ways to rotate an image?
217	III	18	Why rotation matrix is orthogonal?
218	III	19	What is called a shear in 3D transformation?
219	III	20	How are 3D images created?
220	III	21	How does shear matrices works?
221	III	22	How do we calculat the shear factor?
222	III	23	What is the factor of the shear T ?
223	III	24	What is invariant Line?
224	III	25	Which points are invariant in rotation?
225	III	26	What is the mapping rule?
226	III	27	Why rotation is called Euclidean?
227	III	28	Is 3D rotation commutative?
228	III	29	Why rotation is non- commutative?

229	III	30	Why rotation matrix is orthogonal?
230	III	31	Are transformations associative?
231	III	32	Which transformation produces the mirror effect?
232	III	33	What is the inverse of rotation matrix?
233	III	34	What is translation in 3D?
234	III	35	What is 3D reflection?
235	III	36	What is viewing transformation?
236	III	37	How many types are there in 3D shearing?
237	III	38	What is scaling in 3D?
238	III	39	What is scaling matrix?
239	III	40	why scaling transformation are used?
240	III	41	What is differential scaling?
241	III	42	What is reflection in 3D?
242	III	43	What is reflection in origin?
243	III	44	What is the rule of reflection?
244	III	45	What is the Y intercept reflection point?
245	III	46	What is Reflection Matrix?
246	III	47	What is uniform scaling?
247	III	48	What is homogeneous coordinate system?
248	III	49	What is difference between reflection and shearing in graphics?
249	III	50	What is homogeneous coordinate system and cartesian coordinate system?
250	III	51	Why we use homogeneous coordinate system in graphics?
251	III	52	Define polar coordinate?
252	III	53	What are the advantages of homogenous coordinate system?
253	III	54	How do we write a transformation matrices?
254	III	55	What are 3D transformation matrices?
255	III	56	How do transformation effect the graph?
256	III	57	What is the importance of sequence of transforms?
257	III	58	What is the standard matrix of transformation?
258	III	59	How do 3D graphics work?
259	III	60	How do transformation works?
260	III	61	What is geometric Transformation in graphics?
261	III	62	Does order of transformation matters in graphics?
262	III	63	The sweep representation of an object refers to the
263	III	64	The types of projection are
264	III	65	The types of parallel projection are
265	III	66	_____ are the three dimensional analogs of quad trees.
266	III	67	By which more complex objects can be constructed
267	III	68	_____refers to the common elements of graphics scenes ,often used in graphics package as primitive components.
268	III	69	_____refer to the shapes created by union, intersection and difference of given shapes.
269	III	70	The projection in which the projection plane is allowed to intersect the x, y and z-axes at equal distances is
270	III	71	In which projection ,the plane normal to the projection has equal angles with these three axes
271	III	72	In third angle projection method, the object is supposed to be in
272	III	73	Projection line is
273	III	74	The orthographic projection, projection lines are ____ to each other.
274	III	75	The centre of projection for parallel projectors is at
275	III	76	The orthographic projection that show more than one side of an object are called



276	III	77	The projection that can be viewed as the projection that has a centre of projection at a finite distance from the plane of projection are called
277	III	78	The perspective projection is more practical because the distant objects appear
278	III	79	A line can be represented by
279	III	80	2 basic ways of projecting objects onto viewplane are --- and---
280	III	81	In oblique projection, projection lines are ____ to each other.
281	III	82	Which of these is not a principal view?
282	III	83	The volume which appears on the display is known as :
283	III	84	Which projection gives a realistic view?
284	III	85	In which projection all projection lines form the right angle with the projection plane?
285	III	86	In which projection all projection lines meet at one point?
286	III	87	If all projection lines meet at one point then that point is known as :
287	III	88	In perspective projection the projectors are _____ to each other and _____ to picture plane.
288	III	89	In perspective projection, all lines of sight start at a _____ point.
289	III	90	The line segment from the view plane to the view reference point is called?
290	III	91	Orthographic projection represents three dimensional objects in
291	III	92	In orthographic projection, the projection lines are _____ to the projection plane.
292	III	93	In the term ortho-graphic, 'orthos' means
293	III	94	The point, from which the observer is assumed to view the object, is called
294	III	95	In orthographic projection, the object is placed with one of its faces _____ to the picture plane.
295	III	96	Orthographic projection is also known as
296	III	97	The two ways of drawing orthographic projection are
297	III	98	In third angle projection method, the object is supposed to be in
298	III	99	Projection line is
299	III	100	Visible outline or edge is
300	III	101	Center line is
301	III	102	The orthographic projection, projection lines are ____ to each other.
302	III	103	The numbers of principal views are
303	III	104	The following is not a principal view.
304	III	105	An Axonometric Plane is inclined to ____ of the Principal Planes.
305	III	106	In isometric projection, the square faces of the cube are seen as
306	III	107	Isometric plane is
307	III	108	Three lines ____ apart with one of them vertical, are known as Isometric Axes.
308	III	109	Line in space ____ to principal planes are known as isometric lines.
309	III	110	In isometric projection, direction of sight is ____ to the plane of projection. i.e. Axonometric plane.
310	III	111	If Axonometric Plane is equally inclined to all the three principal planes then that plane is known as
311	III	112	If Axonometric plane is having different inclination with all the principal planes, then that plane is known as
312	III	113	In preparing isometric scale, true or actual scale is drawn at ____ to the horizontal.
313	III	114	Dimension of isometric projection is reduced by ____ approximately to the actual dimension.
314	III	115	Isometric projection is reduced volume wise by ____ to the actual size.
315	III	116	While drawing isometric view/drawing, scale is reduced by
316	III	117	Following is (are) the method(s) to construct isometric projection
317	III	118	Isometric view of square is a
318	III	119	Isometric view of a rectangle is a
319	III	120	centre method is used to draw isometric view of a

348	IV	1	what is Spline curve
349	IV	2	what are uses of spline
350	IV	3	what is Interpolation
351	IV	4	what is Approximation
352	IV	5	what is Convex Hulls
353	IV	6	what is Bezier curve
354	IV	7	explain any Properties of Bezier Curves
355	IV	8	explain Parametric function for Bezier
356	IV	9	give Parametric equ. For 3 control point
357	IV	10	give Parametric equ. For 4 control point
358	IV	11	what is Bezier surface
359	IV	12	define B spline
360	IV	13	Advantages of B-Spline Curves
361	IV	14	what is Knots in B-spline Curve
362	IV	15	What will be the degree of curve if there are 4 control points
363	IV	16	What are the Illumination Model Parameters
364	IV	17	what are light source parameters
365	IV	18	what are surface parameters
366	IV	19	what are eye (camera) parameters
367	IV	20	what is Illumination Models
368	IV	21	what is rendering method
369	IV	22	give name of Light Source Models
370	IV	23	explain Point Source
371	IV	24	explain Parallel source
372	IV	25	explain Distributed source
373	IV	26	give name of Illumination Models
374	IV	27	explain Ambient Illumination
375	IV	28	explain Diffuse Reflection
376	IV	29	explain Specular Reflection
377	IV	30	Why are illumination models used?
378	IV	31	What is the importance of illumination in computer graphics?
379	IV	32	What is ambient lighting in graphics?
380	IV	33	What is diffuse lighting?
381	IV	34	Why do we need removal of hidden surface?
382	IV	35	What is the relation between ambient light and diffuse light?
383	IV	36	What is the difference between an illumination model and shading model?
384	IV	37	How many types of shading techniques are present in computer graphics?
385	IV	38	What is the meaning of shading in computer?
386	IV	39	What are the characteristics of ambient light?
387	IV	40	What is lighting in rendering?
388	IV	41	What is the importance of reflection vector in computer graphics?
389	IV	42	What is refraction computer graphics?
390	IV	43	What are surface rendering methods in computer graphics?
391	IV	44	What is an illuminated object?
392	IV	45	Why is light important?
393	IV	46	What is emission in OpenGL?
394	IV	47	How is diffused light created?
395	IV	48	How does diffusion work light?
396	IV	49	What is hidden surface problem in computer graphics?

397	IV	50	What is the role of hidden surface removal method in computer graphics?
398	IV	51	What is specular and diffuse reflection?
399	IV	52	Where is ambient lighting used?
400	IV	53	What is difference between lighting and rendering?
401	IV	54	What is the purpose of illumination?
402	IV	55	What does shading mean in art?
403	IV	56	What are shading algorithms?
404	IV	57	What is shaded drawing?
405	IV	58	Which shading algorithm gives more accurate results?
406	IV	59	What is the meaning of shading in computer?
407	IV	60	Why are triangles used in computer graphics?
408	IV	61	What are graphics triangles?
409	IV	62	What is Gouraud shading in computer graphics?
410	IV	63	What is the purpose of shading?
411	IV	64	what is Flat Shading
412	IV	65	what is Gouraud Shading
413	IV	66	what is Phong Shading
414	IV	67	The depth sorting method reforms surfaces sorting in_____ order of depth
415	IV	68	Back face removal is an example of ?
416	IV	69	Which display devices allows us to walk around an object and view it from different sides.
417	IV	70	Video devices with reduced volume, weight and power consumption are collectively known as .....
418	IV	71	What are the advantages of Bézier curves over cubic spline?
419	IV	72	A surface rendering algorithm
420	IV	73	The blinding functions of Bezier curves are
421	IV	74	give any 1 name of hidden surface removal algorithm
422	IV	75	The Bezier curve obtained from the four control points is called a
423	IV	76	What is Bezier curve and B-spline curve?
424	IV	77	What are Bezier curves what are its types?
425	IV	78	What are blending functions?
426	IV	79	What are the advantages of Bezier curves?
427	IV	80	What are the disadvantages of Bezier curve?
428	IV	81	give name of Shading method
429	IV	82	explain Gouraud Shading Algorithm
430	IV	83	explain Phong Shading Algorithm
431	IV	84	What is the process of shading?
432	IV	85	What is Gouraud and Phong shading?
433	IV	86	How do you shade a circle?
434	IV	87	What is explicit curve ?
435	IV	88	What is Implicit curve?
436	IV	89	What is parametric curves?
437	IV	90	What is a bezier curve?
438	IV	91	What is B-Spline Curves?
439	IV	92	What is Illumination model?
440	IV	93	What is Light Source with types?
441	IV	94	What is Point Sources ?
442	IV	95	What is Parallel Sources ?
443	IV	96	What is Distributed Sources ?
444	IV	97	What is Ambient Illumination ?

445	IV	98	What is Diffuse Reflection?
446	IV	99	what is Specular Reflection ?
447	IV	100	Explain Phong Model for reflection
448	IV	101	What is Gouraud shading?
449	IV	102	What is Phong Shading?
450	IV	103	What is Ray tracing?
451	IV	104	What is Color Model?
452	IV	105	Why Color Model is required in computer graphics?
453	IV	106	What is RGB Color Model?
454	IV	107	what is HSV color model?
455	IV	108	What is CMYK color model?
456	IV	109	What is YIQ color model?
457	IV	110	What is HLS color model?
458	IV	111	What is the difference between RGB and CMYK color models?
459	IV	112	What are three examples of diffuse reflection?
460	IV	113	What is the use of diffused reflection?
461	IV	114	What is use of bezier curve?
462	IV	115	What are the application of curves in computer graphics?
463	IV	116	What is z-buffer algorithm?
464	IV	117	What is called vanishing point?
466	IV	119	How many types of multiview projection?
467	IV	120	What is quadratic Bezier curve?
514	V	1	What is Multimedia.
515	V	2	Why Multimedia is used
516	V	3	define applications of multimedia
517	V	4	explain characteristics of multimedia
518	V	5	what are the use of multimedia
519	V	6	explain the various use of multimedia
520	V	7	Components of multimedia
521	V	8	define text in multimedia
522	V	9	what are the text file formate explain
523	V	10	describe various text file format use in multimedia.
524	V	11	Define audio in multimedia
525	V	12	What are the components of a multimedia system.
526	V	13	What do you mean by MIDI. What are the advantages of using MIDI files.
527	V	14	Explain different types of multimedia authoring tools.
528	V	15	Explain RTF file formats.
529	V	16	Explain mp3
530	V	17	define MPEG
531	V	18	Define compression technique
532	V	19	What is MPEG3
533	V	20	What is Sampling process.
534	V	21	explain AIFF sound format.
535	V	22	Define RTF and TIFF
536	V	23	What do you mean by MIDI?
537	V	24	What Are Multimedia Software's?
538	V	25	What Are Multimedia Hardware's?
539	V	26	What Are The Multimedia Authoring Tools?
540	V	27	What Are Wmv Files?
541	V	28	Explain TIFF file formats.
542	V	29	Explain MIDI file formats.

543	V	30	Explain JPEG file formats.
544	V	31	what is WAV format
545	V	32	Explain MIDI file format in detail.
546	V	33	Explain about MPEG-2
547	V	34	Lossy image simplification is based on ?
548	V	35	Device that converts analog signals to digital format Conversion involves a series of steps in Sequence
574	V	36	_____ is basically a form of pictorial presentation
575	V	37	Multiplane camera was introduced by Walt Disney. TRUE OR FALSE?
576	V	38	It refers to simulated motion pictures showing movement of drawn objects.
577	V	39	The _____ is a piece of equipment designed to make cartoons more realistic and enjoyable. It uses stacked panes of glass each with different elements of the animation.
578	V	40	Who made the first animated film in 1906.
579	V	41	Name of the first animation film.
580	V	42	_____ animation is used to animate things that are smaller than life size
581	V	43	The father of animation?
582	V	44	What is the name of popular software used for creating 2D animation for use in web pages?
583	V	45	In animation, a _____ is a frame in which the artwork differs from that of the previous frame
584	V	46	What method of animation creates the in-between frames when you create the start and end points of the animation?
585	V	47	The method of attaching bones or biped to a modeled character
586	V	48	The curve that determine the poses of the character.
587	V	49	The type of graphics uses math formulas to draw animation shapes
588	V	50	Once you make a shape, it's important to check which of the following options?
589	V	51	What are the 4 default viewports in 3D Max?
590	V	52	The basic DNA structure consists of which of the following shapes?
591	V	53	In which toolbar is the "Array" option found?
592	V	54	A 3D Studio Max file saves as a, _____ file
593	V	55	Before recording an animation what option is important to select?
594	V	56	How many step processes for creating a 3D animation?
595	V	57	MPEG stands for
596	V	58	Name the Application Areas of Animation
597	V	59	What is animation?
598	V	60	name one example of Advertising application of animation
599	V	61	name one example of education application of animation
600	V	62	name one example of information application of animation
601	V	63	how many Types/Categories of Animation
602	V	64	name of Types/Categories of Animation ?
603	V	65	name some Common Animation Formats:
604	V	66	explain GIF formate of aniamation
605	V	67	explain SWF formate of aniamation
606	V	68	explain MOV formate of aniamation
607	V	69	explain AVI formate of aniamation
608	V	70	Animation editing programs have features for creating animations to include?

609	V	71	Explain Importing resources step while creating animation
610	V	72	Explain drawing step while creating animation
611	V	73	Explain scalling step while creating animation
612	V	74	Explain layering step while creating animation
613	V	75	what are the Keyframes of animation
614	V	76	Explain Tween creation of animation
615	V	77	Explain Anchor point of animation
616	V	78	Explain Transition in animation
617	V	79	Explain Rollover in animation
618	V	80	Explain Morphing in animation
619	V	81	Explain Virtual Reality in animation
620	V	82	name the Types of equipment utilized in animation
621	V	83	Expailn Wrapping
622	V	84	Expailn Panning
623	V	85	Expailn Zooming
624	V	86	Expailn Zooming in
625	V	87	Expailn Zooming out
626	V	88	What is fractal unction?
627	V	89	what is the full form of API
628	V	90	FLV is acronym for
629	V	91	technique of physically manipulates an object is
630	V	92	name any one 2D Animation
631	V	93	name any one 3D Animation
632	V	94	in animation parent child relationship is called
633	V	95	The combination of text, graphics art, sound, animation and video delivered by computer or other electronic devices is called :
634	V	96	The people when weave multimedia into meaningful tapestries are called :
635	V	97	One of the disadvantages of multimedia is
636	V	98	Which files creates a perfect reproduction of the original images ?
637	V	99	Images included in many software titles are called
638	V	100	A smaller version of an image is called a
639	V	101	Which of the following is a technique to blend two or more images to form a new image ?
640	V	102	A video consists of a sequence of
641	V	103	How many attributes control the characteristics of sound ?
642	V	104	A typical CD-R disc can hold approximately :
643	V	105	A type of virtual reality environment in which subjects are visually isolated from the red environment is called :
644	V	106	If frames are displayed on screen fast enough we get an impression of :
645	V	107	Moving picture experts group(MPEG) is used to compress :
646	V	108	MMS stands for _____
647	V	109	Multimedia Messaging Services
648	V	110	XML stands for _____

<b>649</b>	<b>V</b>	<b>111</b>	GUI stands for _____
<b>650</b>	<b>V</b>	<b>112</b>	MP3 is in which of the following MPEG standards?
<b>651</b>	<b>V</b>	<b>113</b>	Two parts of Morphing algorithms are
<b>652</b>	<b>V</b>	<b>114</b>	What is MPEG compression?
<b>653</b>	<b>V</b>	<b>115</b>	Explain MPEG-1 Standard
<b>654</b>	<b>V</b>	<b>116</b>	Explain MPEG-2 Standard
<b>655</b>	<b>V</b>	<b>117</b>	Explain MPEG-3 Standard
<b>656</b>	<b>V</b>	<b>118</b>	Explain MPEG-4 Standard
<b>657</b>	<b>V</b>	<b>119</b>	Explain MPEG-21 Standard
<b>658</b>	<b>V</b>	<b>120</b>	MPEG was established in which year?
<b>659</b>	<b>V</b>	<b>121</b>	JVT stands for