UNIT-1

Q.1. Interactive computer graphics uses various kind of input devices such as

(1) Mouse (2) Graphic tablet
(3) Joystick (4) All of these

Ans. (4) All of these

Q.2. Input function are used for

(1) Control the data flow from these interactive devices
(2) Process the data flow from these interactive devices
(3) Both 1 & 2
(4) None of these

Ans. (3) Both 1 & 2

Q.3. A graphics package contains

(1) No of housekeeping task such as clearing a display screen
(2) No of housekeeping task such as initializing parameters
(3) Both 1 & 2
(4) None of these

Ans. (3) Both 1 & 2

Q.4. The interactive computer graphics involves_____ way communication between computer and the user

(1) One (2) Two (3) Three (4) Four

Ans. (1) Two

Q.5. User can make any change on image with the use of

(1) Non-interactive graphics
(2) Interactive graphics
(3) Both 1 & 2
(4) None of these

Ans. (2) Interactive graphics

Q.6. CAD means

(1) Car aided design
(2) Computer art design
(3) Computer aided design
(4) None of these

Ans. (3) Computer aided design

Q.35.Oblique projection with an angle of 450 to the horizontal plane is called as ?
(1) Cabinet projection
(2) Isometric projection
(3) Cavalier projection
(4) None of these
Ans. (3) Cavalier projection

Q.36.(2,4) is a point on a circle that has center at the origin. Which of the following points are also on circle?
(1) (2,-4) (2) (-2,4)
(3) (4,-2) (4) (-4,2) (5) All of above
Ans. (5) All of above

Q.37.Aspect ratio is generally defined as the ratio of the?
(1) Vertical to horizontal points
(2) Horizontal to vertical points
(3) Vertical to (horizontal + vertical) points
(4) Either 1 or 2, depending on the convention followed
Ans. (4) Either 1 or 2, depending on the convention followed

Q.38.The maximum number of points that can be displayed without overlap on a CRT is refereed to as?
(1) Resolution (2) Persistence
(3) Attenuation (4) None of above
Ans. (1) Resolution

Q.39.Gray scale is used in?
(1) Monitor that have color capability
(2) Monitor that have no color capability
(3) Random scan display
(4) None of above
Ans. (2) Monitor that have no color capability

Q.40.x = at 2; y = 2 at is the parametric equation of ??
(1) Circle (2) Rectangular hyperbola
(3) Parabola (4) Ellipse
Ans. (3) Parabola

Q.41.Which method are used to get and set the position of a pixel, object or text in active area of a desktop
(1) Basic positioning method
(2) Sketching method

(3) Gravity field method
(4) None of these
Ans. (1) Basic positioning method

Q.42.The operation that is used for repositioned the object are called
(1) Rubber band method (2) Gravity field
(3) Dragging (4) None of these
Ans. (3) Dragging

Q.43.The center of display screen is computed as
(1) Xmax, ymax (2) Xmax/2, ymax/2
(3) Xmax/3,ymax/3 (4) None of these
Ans. (2) Xmax/2, ymax/2

Q.44.GUI stands for -
(1) Graphics uniform interaction
(2) Graphical user interaction
(3) Graphical user interface
(4) None of the above
Ans. (3) Graphical user interface

Q.45.Graphics can be -
(1) Simulation (2) Drawing
(3) Movies, photographs (4) All of the above
Ans. (4) All of the above

Q.46.CAD stands for -
(1) Computer art design
(2) Computer-aided design
(3) Car art design
(4) None of the above
Ans. (2) Computer-aided design

Q.47.The components of Interactive computer graphics are -
(1) A monitor (2) Display controller
(3) Frame buffer (4) All of the above
Ans. (4) All of the above

Q.48.A user can make any change in the image using -
(1) Interactive computer graphics
(2) Non-Interactive computer graphics
(3) Both (1) & (2)
(4) None of the above
Ans. (1) Interactive computer graphics

Q.21.Hue of color is related to?
(1) Luminance (2) Saturation
(3) Incandescence (4) Wavelength
Ans. (4) Wavelength

Q.22.The phenomenon of having a continuous glow of a beam on the screen even after it is removed is called as?
(1) Fluorescence (2) Persistence
(3) Phosphorescence (4) Incandescence
Ans. (3) Phosphorescence

Q.23.The line $2x - y + 4 = 0$, if clipped against this window will connect the points?
(1) (0, 1) and (3, 3) (2) (0, 1) and (2, 3)
(3) (1, 2) and (4, 2) (4) None of above
Ans. (4) None of above

Q.24.Reflection of a point about x-axis, followed by a counter-clockwise rotation of 900, is equivalent to reflection about the line?
(1) $x = -y$ (2) $y = -x$ (3) $x = y$ (4) $x + y = 1$
Ans. (3) $x = y$

Q.25.The point at which a set of projected parallel lines appear to coverage is called as a?
(1) convergence point (2) vanishing point
(3) point of illusion (4) point of delusion
Ans. (2) vanishing point

Q.26.The basic element of a picture in volume graphics is?
(1) pixel (2) volsel
(3) voxel (4) None of above
Ans. (3) voxel

Q.27.Let R be the radius of a circle. The angle subtended by an arc of length P at the center of the circle is?
(1) 1 degree (2) 1 radian
(3) 45 degree (4) None of these
Ans. (2) 1 radian

Q.28.A circle, if scaled only in one direction becomes a?
(1) parabola (2) hyperbola
(3) ellipse (4) remains a circle
Ans. (3) ellipse

Q.29.A bilinear transformation can be simulated by the transformation?
(1) transformation, rotation and stretching
(2) translation and rotation
(3) rotation, stretching and inversion
(4) rotation, stretching, inversion and translation
Ans. (4) rotation, stretching, inversion and translation

Q.30.The anti - aliasing technique which allows shift of 1/4, 1/2 and 3/4 of a pixel diameter enabling a closer path of a line is?
(1) Pixel phasing
(2) Filtering
(3) Intensity compensation
(4) Sampling technique
Ans. (1) Pixel phasing

Q.31.Raster is a synonym for the term?
(1) Array (2) Matrix
(3) Model (4) All of above
Ans. (2) Matrix

Q.32.The ___ simply reads each successive byte of data from the frame buffer?
(1) Digital Controller (2) Data Controller
(3) Display Controller (4) All of above
Ans. (3) Display Controller

Q.33.Reflection of a point about x-axis, followed by a counter-clockwise rotation of 90°, is equivalent to reflection about the line?
(1) $x = -y$ (2) $y = -x$
(3) $x = y$ (4) $x + y = 1$
Ans. (3) $x = y$

Q.34.In the raster scan method for transformation, a 900 rotation can be performed by?
(1) reversing the order of bits within each row in the frame buffer
(2) by performing XOR on the frame buffer location
(3) by coping each row of the block into a column in the new frame buffer location
(4) None of above
Ans. (3) by coping each row of the block into a column in the new frame buffer location

Q.7. What are the components of Interactive computer graphics

(1) A digital memory or frame buffer
(2) A television monitor
(3) An interface or display controller
(4) All of these

Ans. (4) All of these

Q.8. A display controller serves to pass the contents of

(1) Frame buffer to monitor
(2) Monitor to frame buffer
(3) Both 1 & 2
(4) None of these

Ans. (1) Frame buffer to monitor

Q.9. To store black and white images, black pixels are represented by _____ in the frame buffer and white pixels by _____

(1) Zero and One (2) One and Zero
(3) Both 1 & 2 (4) None of these

Ans. (2) One and Zero

Q.10.A 16*16 array of black and white pixels could be represented by _____

(1) 64 bytes (2) 32 bytes
(3) 128 bytes (4) 96 bytes

Ans. (2) 32 bytes

Q.11.The display controller converts 0s and 1s into_____

(1) TV monitor (2) Video signal
(3) Electronics signal (4) None of these

Ans. (2) Video signal

Q.12.The image can be transmitted to the display point by_____.

(1) Line (2) Segment
(3) Point (4) None of these

Ans. (3) Point

Q.13.The area of computer that is captured by an application is called

(1) Window (2) View port
(3) Display (4) None of these

Ans. (1) Window

Q.14.The movement of different attributes of image would make the image dynamic and such a dynamic effect is termed as _____

(1) Picture (2) Animation
(3) Painting (4) None of these

Ans. (2) Animation

Q.15.The division displayed on screen into row and columns is known as

(1) Rubber band method (2) Gravity field
(3) Dragging (4) Grid

Ans. (4) Grid

Q.16.What is ZUI in computer Graphics ?

(1) Widget
(2) Logical Enhancement of GUI
(3) An application that saves memory
(4) None of above

Ans. (1) Widget

Q.17.In Bresenham's algorithm, while generating a circle, it is easy to generate?

(1) One octant first and other by successive reflection
(2) One octant first and other by successive rotation
(3) One octant first and other by successive translation
(4) All octant

Ans. (1) One octant first and other by successive reflection

Q.18.Why a circle drawn on the screen appears to be elliptical?

(1) It is due to the aspect ratio of monitor
(2) Screen has rectangular shape
(3) Our eyes are not at the same level on screen
(4) CRT is completely spherical

Ans. (1) It is due to the aspect ratio of monitor

Q.19.In Bresenham's algorithm error term is initialized to?

(1) 0 (2) 1 (3) - 1/2 (4) None of above

Ans. (1) 0

Q.20.Which of the following technique is used in Midpoint Subdivision algorithm?

(1) Linear search (2) Binary search
(3) Heap sort (4) Bubble sort

Ans. (3) Heap sort

Q.62.Which of the following transformation is used for altering the object's size?
(1) Translation (2) Scaling
(3) Rotation (4) None of the above
Ans. (2) Scaling

Q.63.What happens if the values of scaling factors sx and sy less than 1 (i.e., $sx < 1$ and $sy < 1$)?
(1) No change in the object's size
(2) Reduce the object's size
(3) Increase the object's size
(4) None of the above
Ans. (2) Reduce the object's size

Q.64.In which of the following case, the uniform scaling will be produced?
(1) Values of scaling factors sx and sy are unequal.
(2) Values of scaling factors sx and sy are equal.
(3) Both of the above
(4) None of the above
Ans. (2) Values of scaling factors *sx* and *sy* are equal.

Q.65.Which one of the following is the most commonly used and basic input device?
(1) Mouse (2) Printer
(3) Scanner (4) Keyboard
Ans. (4) Keyboard

Q.66.Which of the following device is used for the 3D positioning of an object?
(1) Trackball (2) Mouse
(3) Spaceball (4) All of the above
Ans. (3) Spaceball

Q.67.Which is not the input device?
(1) Impact printers (2) Trackball
(3) Mouse (4) Keyboard
Ans. (1) Impact printers

Q.68.Which of the following allows us to select the screen positions with the touch of a finger?
(1) Mouse (2) Trackball
(3) Touch panel (4) None of the above
Ans. (3) Touch panel

Q.69.Which is a common device for painting or selecting the object's co-ordinate positions?
(1) Digitizer (2) Touch panel
(3) Image scanner (4) Keyboard
Ans. (1) Digitizer

Q.70.Who is the first user of computer graphics?
(1) William Fetter
(2) Ivan Edward Sutherland
(3) Ada Lovelace
(4) Nicholas Williams
Ans. (1) William Fetter

Q.71.In a graphical system, an array of pixels in the picture are stored in which of the following locations?
(1) Frame buffer (2) Processor
(3) Memory (4) All of the mentioned
Ans. (3) Memory

Q.72.Bitmap is a collection of _____ that describes an image.
(1) pixels (2) algorithms
(3) bits (4) colors
Ans. (1) pixels

Q.73.Which of the following devices provides positional information to the graphics system?
(1) Pointing devices
(2) Both Input devices and Pointing devices
(3) Output devices
(4) Input devices
Ans. (2) Both Input devices and Pointing devices

Q.74.Which of the following is a primary output device of a graphics system?
(1) Printer
(2) Scanner
(3) Video monitor
(4) Neither Scanner nor Video monitor
Ans. (3) Video monitor

Q.75.Which devices provides positional information the graphics system?

Q.49.What is a pixel mask?
(1) a string containing only 0's
(2) a string containing only 1's
(3) a string containing two 0's
(4) a string containing both 1's and 0's
Ans. (4) string containing both 1's and 0's

Q.50.The higher number of pixels gives us a _____ image -
(1) Better (2) Worst
(3) Smaller (4) None of the above
Ans. (1) Better

Q.51.Which one of the following is the primarily used output device?
(1) Video monitor (2) Scanner
(3) Speaker (4) Printer
Ans. (1) Video monitor

Q.52.Which one of the following terms is used for the area of the computer captured by an application?
(1) Display (2) Window
(3) Viewport (4) None of the above
Ans. (3) Viewport

Q.53.Aspect Ratio can be defined as -
(1) The ratio of the vertical points to horizontal points
(2) of pixels
(3) Both (1) & (2)
(4) None of the above
Ans. (1) Ratio of the vertical points to horizontal points

Q.54.Which of the following is not the pattern of line?
(1) Dotted line (2) Dashed line
(3) Dark line (4) All of the above
Ans. (3) Dark line

Q.55.DDA stands for -
(1) Direct differential analyzer
(2) Data differential analyzer
(3) Direct difference analyzer
(4) Digital differential analyzer
Ans. (4) Digital differential analyzer

Q.56.From the given list of options. which one is the accurate and efficient line-generating algorithm?
(1) Midpoint algorithm
(2) DDA algorithm
(3) Bresenham's Line algorithm
(4) None of the above
Ans. (3) Bresenham's Line algorithm

Q.57.The process of positioning an object along a straight line path from one coordinate point to another is called -
(1) Translation (2) Reflection
(3) Shearing (4) Transformation
Ans. (1) Translation

Q.58.Which of the following equation is used in 2D translation to move a point(x, y) to the new point (x',y')?
(1) $x' = x + t_y$ and $y' = y + t_x$
(2) $x' = x - t_x$ and $y' = y - t_y$
(3) $x' = x + t_x$ and $y' = y + t_y$
(4) $x' = x + t_x$ and $y' = y - t_y$
Ans. (3) $x' = x + t_x$ and $y' = y + t_y$

Q.59.The process of repositioning an object along a circular path is called -
(1) Translation (2) Rotation
(3) Scaling (4) None of the above
Ans. (2) Rotation

Q.60.Which of the following is must be specified to generate a rotation?
(1) Rotational distance
(2) Rotation angle
(3) Co-ordinates
(4) None of the above
Ans. (2) Rotation angle

Q.61.A positive value of the rotation angle -
(1) rotates an object in the clockwise direction
(2) rotates an object in the counter-clockwise direction
(3) Both of the above
(4) None of the above
Ans. (2) rotates an object in the counter-clockwise direction.

Q.101._____ representation gives the final classification to use computer graphics.

(1) Graphical (2) Coordinates
(3) Pictorial (4) Characters

Ans. (3) Pictorial

Q.102. _____ is done to achieve better image quality either by elevating image contrast levels or by eradicating noise.

(1) Image compression (2) Image enhancement
(3) Image restoration (4) Image segmentation

Ans. (2) Image enhancement

Q.103._____ represents data of certain areas such as geographic maps, weather maps, oceanography charts, population density maps.

(1) Animation (2) Simulation
(3) Cartography (4) Dimensionality

Ans. (3) Cartography

Q.104.In vector displays beam is deflected from the endpoint to the endpoint and the technique is called _____.

(1) Raster Scan (2) Random Scan
(3) Vector Scan (4) Conversion Scan

Ans. (2) Random Scan

Q.105.In controllable interaction user can change the attributes of the _____.

(1) Images (2) Widgets
(3) Videos (4) Audios

Ans. (1) Images

Q.106.Programmer's Hierarchical Interactive Graphics System (PHIGS) supports _____ grouping of 3D primitives called structures.

(1) Nested-hierarchical
(2) Single-hierarchical
(3) Multilevel-hierarchical
(4) Single-level- hierarchical

Ans. (1) Nested-hierarchical

Q.107. _____ is responsible for producing the picture from the detailed descriptions.

(1) Graphical System (2) Application model
(3) Conceptual model (4) Application program

Ans. (1) Graphical System

Q.108. _____ is the separate memory area provided in graphics workstations.

(1) System memory
(2) Display processor memory
(3) Base memory
(4) Conventional memory

Ans. (2) Display processor memory

Q.109.The raster-scan generator produces _____ that generates the raster scan.

(1) Pixel values (2) Deflection beams
(3) Deflection signals (4) None of the above

Ans. (3) Deflection signals

Q.110.To create scenes, images, pictures, and also animated pictures _____ acts as a very powerful tool.

(1) Graphics package (2) Graphics controller
(3) Graphics software (4) Graphics card

Ans. (3) Graphics software

Q.111.A _____ is used by the video controller to stor many entries of pixel values in RGB format.

(1) Dynamic table (2) Lookup table
(3) Static Table (4) All the above

Ans. (2) Lookup table

Q.112. _____ can be used in the absence of colo capability of a monitor to set the shades of grey grayscale for displayed primitives.

(1) Color functions (2) Graphics controller
(3) Video controller (4) Display processor

Ans. (1) Color functions

Q.113.The number of colour choices can be increased decreasing the number of _____ to the fr colour.

(1) Grayscale (2) Bits per pixel
(3) Intensity level (4) Brightness

Ans. (2) Bits per pixel

Q.89.Aspect ratio means
(1) Number of pixels
(2) Ratio of vertical points to horizontal points
(3) Ratio of horizontal points to vertical points
(4) Both 2 and 3
Ans. (4) Both 2 and 3

Q.90.The most commonly used input device is
(1) Mouse (2) Keyboard
(3) Scanner (4) Printer
Ans. (2) Keyboard

Q.91.Which keys allows user to enter frequently used operations in a single key stroke?
(1) Function keys (2) Cursor control keys
(3) Trackball (4) Control keys
Ans. (1) Function keys

Q.92. _____ are used to measure dial rotations.
(1) Potentiometers (2) Volta meter
(3) Parameter (4) Only 1
Ans. (4) Only 1

Q.93.The device which is used to position the screen cursor is
(1) Mouse (2) Joystick
(3) Data glove (4) Both 1 and 3
Ans. (1) Mouse

Q.94. _____ is used for detecting mouse motion.
(1) Optical sensor
(2) Rollers on the bottom of mouse
(3) Both 1 and 2
(4) Sensor
Ans. (3) Both 1 and 2

Q.95. Trackball is
(1) Two-dimensional positioning device
(2) Three- dimensional positioning device
(3) Pointing device
(4) None of the mentioned
Ans. (1) Two-dimensional positioning device

Q.96.Space ball provide_____ degree of freedom.
(1) 10 degree (2) 6 degree
(3) 8 degree (4) 12 degree
Ans. (2) 6 degree

Q.97.Which is the ball that can be rotated with the fingers or palm of the hand?
(1) Space ball (2) Trackball
(3) Only 1 (4) Both 2 and 3
Ans. (2) Trackball

Q.98. _____ is used for 3D positioning and modeling, animation and other application.
(1) Space ball (2) Trackball
(3) Spac ball (4) All of the mentioned
Ans. (1) Space ball

Q.99.Potentiometers mounted at the base of the joystick measures
(1) The amount of movement
(2) The direction
(3) Position
(4) Resolution
Ans. (1) The amount of movement

Q.100.Pressure-sensitive joysticks are also called
(1) Non movable stick
(2) Joystick
(3) Isometric joystick
(4) None of the mentioned
Ans. (1) Non movable stick

○○○

(1) Input devices (2) Output devices
(3) Pointing devices (4) Both 1 and 3
Ans. (4) Both 1 and 3

Q.76.The number of pixels stored in the frame buffer of graphics system is known as
(1) Resolution (2) Depth
(3) Resalution (4) Only 1
Ans. (4) Only 1

Q.77.In graphical system, the array of pixels in th picture are stored in
(1) Memory (2) Fra ne buffer
(3) Processor (4) All of the mentioned
Ans. (1) Memory

Q.78.Heat supplied to the cathode by directing a curren through a coil of wire is called
(1) Electron gun (2) Electron beam
(3) Filament (4) Anode and cathode
Ans. (3) Filament

Q.79.The maximum number of points that can b displayed without overlap on a CRT is referred as
(1) Picture (2) Resolution
(3) Persistence (4) Neither 2 nor 3
Ans. (2) Resolution

Q.80._____ stores the picture information as a charg distribution behind the phosphor-coated screen.
(1) Cathode ray tube
(2) Direct-view storage tube
(3) Flat panel displays
(4) 3D viewing device
Ans. (2) Direct-view storage tube

Q.81.The devices which converts the electrical energy into light is called
(1) Liquid-crystal displays
(2) Non-emitters
(3) Plasma panels
(4) Emitters

Q.82.In which system, the Shadow mask methods are commonly used
(1) Raster-scan system
(2) Random-scan system
(3) Only 2
(4) Both 1 and 2
Ans. (1) Raster-scan system

Q.83.The process of digitizing a given picture definition into a set of pixel-intensity for storage in the frame buffer is called
(1) Rasterization (2) Encoding
(3) Scan conversion (4) True color system
Ans. (3) Scan conversion

Q.84. Which display devices allows us to walk around an object and view it from different sides.
(1) Direct view storage tubes
(2) Three-dimensional devices
(3) Flat panel display devices
(4) Plasma panel display devices
Ans. (2) Three-dimensional devices

Q.85.In LCD, the refresh rate of the screen is
(1) 60 frames/sec (2) 80 frames/sec
(3) 30 frames/sec (4) 100 frames/sec
Ans. (1) 60 frames/sec

Q.86.Random-scan system mainly designed for
(1) Realistic shaded screen
(2) Fog effect
(3) Line-drawing applications
(4) Only 2
Ans. (3) Line-drawing applications

Q.87.The primary output device in a graphics system is_____
(1) Scanner (2) Video monitor
(3) Neither 1 nor 2 (4) Printer
Ans. (2) Video monitor

Q.88.On a black and white system with one bit per pixel, the frame buffer is commonly called as
(1) Pix map (2) Multi map
(3) Bitmap (4) All of the mentioned
Ans. (3) Bitmap

(1) Scan line algorithm
(2) Boundary fill algorithm
(3) Flood fill algorithm
(4) Line algorithm

Ans. (1) Scan line algorithm

Q.127.In the scan Line algorithm, as we scan from top t bottom, if the y coordinates between the two sca line changes by 1 then the equation is represente as _____.

(1) $Yi+1=Yi-1$ (2) $Yi+1=Yi+1$
(3) $Yi-1=Yi-1$ (4) $Yi+1=Yi/1$

Ans. (1) $Yi+1=Yi-1$

Q.128.Convex and Concave types of Polygon are classified on the basis of:

(1) Where line segment joining any two points lie entirely within a polygon
(2) Where the line segment joining any two points may not lie completely within the polygon.
(3) Both 1 & 2
(4) Where the line segment joining any two points lies

Ans. (4) Where the line segment joining any two points lies

Q.129.The region against which an object is to be clipped is called _____.

(1) Clip Window (2) Crop Window
(3) Cross Section (4) Connecting Window

Ans. (1) Clip Window

Q.130. _____ is the procedure used to identify if any portions of a picture are within or outside of a specific region of space.

(1) Clipping (2) Copying
(3) Conversion (4) Communication

Ans. (1) Clipping

Q.131. _____ method uses small line segments to generate a character.

(1) Stroke (2) Signal
(3) Crisscross (4) OCR

Ans. (2) Signal

Q.132.If the endpoints of the line are P5 P6 and the corresponding code is 0001 and 0000, the logical AND code is 0000, then the result is _____.

(1) Partially Visible
(2) Completely Visible
(3) Completely Invisible
(4) Error

Ans. (1) Partially Visible

Q.133.The process of selecting and viewing the picture with a different view is called _____.

(1) Windowing (2) Cropping
(3) Clipping (4) Filling

Ans. (1) Windowing

Q.134.A method used to test lines for total clipping is equivalent to the _____.

(1) Logical AND operator
(2) Logical OR operator
(3) Logical XOR operator
(4) Logical NAND operator

Ans. (1) Logical AND operator

Q.135.A _____ can be clipped by processing its boundary as a whole against each window edge.

(1) Rectangle (2) Polygon
(3) Octagon (4) Pentagon

Ans. (2) Polygon

Q.136.The process of changing the position of an object from one coordinate location to another in a straight line path is called _____

(1) Translation (2) Transformation
(3) Transaction (4) Translocation

Ans. (1) Translation

Q.137.For the axis which does not coincide with the axis of the coordinate, a rotation matrix can be set up as a composite transformation that involves the combinations of translation and the _____ rotations.

(1) Cartesian axes (2) Spatial axes
(3) Coordinate axes (4) Reflexive axes

Ans. (3) Coordinate axes

Q.114.The _____ controls the x and y address registers which in turn define the memory location to be accessed next.
(1) Frame buffer
(2) Raster scan generator
(3) Video controller
(4) Random Scan Display Processor
Ans. (2) Raster scan generator

Q.115. _____ method proves to be efficient in the scan-conversion of straight lines.
(1) Raster Algorithm
(2) DDA Algorithm
(3) Bresenham's line algorithm
(4) Frame Algorithm
Ans. (3) Bresenham's line algorithm

Q.116. _____ is implemented using rotating random-access semiconductor memory.
(1) Peripheral Buffer (2) Memory Buffer
(3) Frame Buffer (4) IO Buffer
Ans. (3) Frame Buffer

Q.117. _____ algorithm is orientation dependent.
(1) DDA
(2) Rasterization
(3) Scan conversion
(4) Bresenham's Line Algorithm
Ans. (1) DDA

Q.118. _____ equation can be used to find the y coordinate for the known x coordinate.
(1) Differential (2) Polynomial
(3) Simultaneously (4) Binomial
Ans. (2) Polynomial

Q.119.The intensity values for all the screen points are held in the _____.
(1) Frame buffer (2) IO buffer
(3) Video controller (4) Display processor
Ans. (1) Frame buffer

Q.120. _____ does its own scan conversion and handles all Simple Raster Graphics Package's (SRGP) primitives and attributes directly.

(1) Video controller (2) Display controller
(3) Frame buffer (4) I/O controller
Ans. (2) Display controller

Q.121. _____ algorithm can be used to draw the circle by defining a circle as a differential equation.
(1) Bresenham's line
(2) Digital differential analyzer
(3) Recursive algorithms
(4) Backtracking algorithms
Ans. (2) Digital differential analyzer

Q.122.Based on the line segment joining any two point's lies, the polygons can be classified as_____.
(1) Convex and Concave
(2) Regular and Irregular
(3) Equilateral and Equiangular
(4) None of the above
Ans. (1) Convex and Concave

Q.123.For a scan line with every polygon side, the use of _____ simplifies the calculation of intersection points.
(1) Primitive's spatial coherence
(2) Coherence properties
(3) Span coherence properties
(4) Scan-line coherence properties
Ans. (2) Coherence properties

Q.124.The _____ is the smallest rectangle that contains the polygon.
(1) Cache box (2) Activex box
(3) Bounding box (4) Databox
Ans. (3) Bounding box

Q.125. Algorithms that fill the interior, that define regions are called _____.
(1) Boundary Fill algorithm
(2) Flood Fill algorithm
(3) Scan line algorithm
(4) Fill area algorithm
Ans. (2) Flood Fill algorithm

Q.126.Which of the following algorithm aims to overcome the difficulties of the seed fill algorithm?

(3) RS Register
(4) Counter Register
Ans. (2) Shift Register

Q.160. _____ procedures specify how images are to
modified. _____
(1) Command, Conversion
(2) Continue, Canvas control
(3) Co-occurrence, Conversion
(4) Copy Pixel, Canvas control
Ans. (4) Copy Pixel, Canvas control

Q.161.The _____ between the output of the sh
register and the _____ rate is maintained.
(1) Synchronization, Audio Scan
(2) Synchronization, Image Scan
(3) Synchronization, Video Scan
(4) All of the above
Ans. (3) Synchronization, Video Scan

Q.162.(1) Includes procedure related to initializing an
controlling the input device.
(2) Contains the values returned by the package
sampling.
These are the functions of _____.
(1) Input Pipeline (2) Output Pipeline
(3) Buffer Pipeline (4) Virtual memory Pipeline
Ans. (1) Input Pipeline

Q.163.(1) Checking the pixel, if it is inside the polygon
outside it.
(2) After checking, the pixels inside the polyg
are highlighted. This method of highlighting
_____.
(1) Flood Fill algorithm
(2) Boundary Fill algorithm
(3) Scan line algorithm
(4) Fill area algorithm
Ans. (3) Scan line algorithm

Q.164.(1) _____ exits when all pixels on a span are s
to the same value.
(2) _____ exists when consecutive scan lines th
intersect the rectangle are identical.

(1) Span coherence, Primitive's spatial coherence
(2) Span coherence, Scanline coherence
(3) Coherence, Primitive's spatial coherence
(4) Scan-line coherence, Coherence
Ans. (2) Span coherence, Scanline coherence

Q.165.Which of the following are the tasks of the scan line algorithm?
(1) Setting of the respective positions between each intersection pair with a specific colour.
(2) Sorting of the intersection points from left to right.
(3) Find the intersection points of the scan line with the polygon boundary.
(1) Only (1), Only (3) (2) Only (2), Only (3)
(3) Only (1), Only (2) (4) (1), (2), (3)
Ans. (4) (1), (2), (3)

Q.166._____ is a small group of _____ with a fixed colour combination used to fill the particular area in the picture
(1) Pattern & Pixels
(2) Picture & Pixels
(3) Tiling pattern & Pictures
(4) Tiling pattern & Pixels
Ans. (1) Pattern & Pixels

Q.167.If the result is not _____ in the logical AND operation with two endpoint codes, then the line is completely _____ the clipping region.
(1) 0001, Outside (2) 0000, Outside
(3) 0010, Inside (4) 0100, Inside
Ans. (2) 0000, Outside

Q.168.Step 1: Identify the visible and invisible lines
Step 2 : Identify the intersection points that are calculated for the remaining lines. Which of the option increases the efficiency of the clipping algorithm?
(1) Only Step2 (2) Step1 and Step2
(3) Only Step1 (4) None of the above
Ans. (2) Step1 and Step2

(1) Input pipeline (2) Output pipeline
(3) Task pipeline (4) Screen pipeline

Ans. (2) Output pipeline

Q.151.Computer graphics is an extremely effect medium for communication between _____ a _____.

(1) Human beings, Computers
(2) Display, Computer
(3) Input, Output
(4) Virtual reality, Real World

Ans. (1) Human beings, Computers

Q.152.Recognition and construction of 3D models of scene from many 2D images are done in _____ an _____.

(1) Scene detection, Auditory scene analysis
(2) Visual scene analysis, Computer vision
(3) Speech analysis, Computer vision
(4) Scene analysis, Computer vision

Ans. (4) Scene analysis, Computer vision

Q.153.(1) _____ is a tool in interactive graphics used move objects with respect to a stationar observer or move the viewer around stationar objects.

(2) Digital coordinates are converted to analo voltages by the _____.

(1) Motion dynamics, vector generator
(2) Update dynamics, display generator
(3) Structures, Motion dynamics
(4) Graphics system, Structures

Ans. (1) Motion dynamics, vector generator

Q.154.(1) Provides pixel to a desired picture or graphic object

(2) Converts continuous pictures into discret pixels.

The above special procedure is named _____.

(1) Rasterization (2) Quantization
(3) Motion dynamics (4) Update dynamics

Ans. (1) Rasterization

Q.155. _____ is the process of digitizing a picture definition given in an application program and storing it in the frame buffer as a set of _____.

(1) Scan code, Pixel-intensity images
(2) Scan conversion, Pixel-intensity values
(3) Scan code, Pixel-intensity values
(4) Scan conversion, Pixel-intensity images

Ans. (2) Scan conversion, Pixel-intensity values

Q.156._____ receives the intensity information of each pixel from _____ and displays them on the screen.

(1) Frame buffer, Video controller
(2) Video controller, Frame buffer
(3) Display coprocessor, Video controller
(4) Frame buffer, Display coprocessor

Ans. (2) Video controller, Frame buffer

Q.157.Which of the following are the ways of storing colour information in a frame buffer?

(1) Can be stored directly in a frame buffer.
(2) Color codes can also be stored in the system memory.
(3) Color codes can be put as a separate table.

(1) Only (1) & (3)
(2) Only (3)
(3) Only (2) & (3)
(4) Only (1)

Ans. (1) Only (1) & (3)

Q.158.It is the process of digitizing a picture definition given in an application program and store it in the frame buffer as a set of pixel-intensity values. The above statement refers to:

(1) Scan conversion (2) Video controller
(3) Raster-scan system (4) Lookup table (LUT)

Ans. (1) Scan conversion

Q.159.(1) It implements a frame buffer.
(2) It operates in a FIFO fashion.
(3) It is also named Queue.
These are the characteristics of _____.

(1) Flip-flop Register
(2) Shift Register

Q.138. _____ is the process of mapping coordinates in the display of an image.
(1) Viewing transformation
(2) Reviewing transformation
(3) Scaling transformation
(4) Data transformation
Ans. (1) Viewing transformation

Q.139. The inverse of a matrix is another matrix such that when the two are multiplied together to get the _____.
(1) Transpose the matrix (2) Identity matrix
(3) Diagonal matrix (4) Square matrix
Ans. (2) Identity matrix

Q.140. _____ allows the programmer to define pictures that include a variety of transformations.
(1) Human-computer information retrieval
(2) Graphics systems
(3) Software testing
(4) Networking
Ans. (2) Graphics systems

Q.141. The homogeneous coordinate is represented by a _____.
(1) Triplet (2) Quadruplet
(3) Tetractic (4) None of the above
Ans. (1) Triplet

Q.142. We can obtain a _____ if and only if the determinant of the matrix is nonzero.
(1) Row Matrix (2) Inverse matrix
(3) Column Matrix (4) Rectangular Matrix
Ans. (2) Inverse matrix

Q.143. A _____ is nothing but the film plane in a camera that is positioned and oriented for a particular shot of the scene.
(1) View system (2) View volume
(3) View plane (4) All the above
Ans. (3) View plane

Q.144. A _____ can be defined by establishing the viewing coordinate system or view reference coordinate system.

(1) View system (2) View plane
(3) View volume (4) All the above
Ans. (2) View plane

Q.145. The length of the directed line segment between the view plane and the view reference points is referred to as _____.
(1) View reference point (2) View-distance
(3) view-up vector (4) None of the above
Ans. (2) View-distance.

Q.146. The mismatch between 3D objects and 2D displays is compensated by introducing _____.
(1) Coordinates (2) View plane
(3) Projections (4) None of the above
Ans. (3) Projections

Q.147. The process of displaying more than one face of an object using the orthographic projection is known as _____ orthographic projection.
(1) Isometric (2) Cavalier
(3) Cabinet (4) Axonometric
Ans. (4) Axonometric

Q.148. In _____ the view planes of the projection planes not normal to a principal axis are used.
(1) Oblique Projection
(2) Cavalier projection
(3) Axonometric orthographic
(4) Cabinet projection
Ans. (3) Axonometric orthographic

Q.149. If the direction of the projection is normal then it is called _____.
(1) Orthographic parallel projection
(2) Oblique parallel projection
(3) Perspective Projection
(4) Ortho-Oblique Projection
Ans. (1) Orthographic parallel projection

Q.150. In _____ application program describes the objects in terms of primitives and attributes stored in or derived from an application model or data structure.

(4) None of the above
Ans. (3) A flexible strip used to generate a smooth curve through a designated set of points

Q.191.Which of the following are the 2d color models?
(1) RGB and CMK (2) RGB and CMG
(3) RGB and CMYK (4) All of the above
Ans. (3) RGB and CMYK

Q.192.RGB color model is used for -
(1) Painting (2) Sketching
(3) Printing (4) Computer display
Ans. (4) Computer display

Q.193.Which of the following color will generate with intersection of three primary RGB colors?
(1) Green (2) Dark red
(3) Dark blue (4) White
Ans. (4) White

Q.194.The intersection of primary colors in the CM color model will generate the -
(1) Green (2) White color
(3) Black color (4) Dark red
Ans. (3) Black color

Q.195.Select the set of colors produced in the beam penetration method of the color CRT -
(1) Red, Green, Blue
(2) Cyan, Magenta, Blue
(3) Red, Green, Orange, Yellow
(4) Green, Black, Orange
Ans. (3) Red, Green, Orange, Yellow

Q.196.The phase of determining the appropriate pixels for representing images or graphics object is called as -
(1) Translation (2) Transformation
(3) Rasterization (4) Scaling
Ans. (3) Rasterization

Q.197.The process of displaying 3D into a 2D display is called as -
(1) Resolution (2) Projection
(3) Rasterization (4) Transformation
Ans. (2) Projection

Q.198.The video device with reduced volume, power consumption and weight is -
(1) CRT
(2) Flat-panel display
(3) Portable display
(4) None of the above
Ans. (2) Flat panel display

Q.199.Plasma panel is also called as -
(1) Non-emissive display
(2) Liquid crystal display
(3) Gas discharge display
(4) None of the above
Ans. (3) Gas discharge display

Q.200.The Cohen-Sutherland algorithm divides the two-dimensional space in how many regions?
(1) 4 (2) 8 (3) 9 (4) 23
Ans. (3) 9

Q.201.The 4-bit code of the bottom-region among the nine regions divided using the Cohen-Sutherland algorithm?
(1) 0000 (2) 0010 (3) 0110 (4) 0101
Ans. (3) 0110

Q.202.According to the Cohen-Sutherland algorithm, where the line lies, if the 4-bit code of both ends is 0000, and also the logical OR gives 0000? -
(1) Half outside half inside
(2) Completely inside
(3) Completely outside
(4) None of the above
Ans. (2) Completely inside

Q.203.Which of the following is an example of the impact device?
(1) Laser printer (2) Inkjet printer
(3) Line printer (4) None of the above
Ans. (3) Line printer

○○○

(1) Graphic tablet (2) Data tablet
(3) Only 2 (4) Both 1 and 2
Ans. (4) Both 1 and 2

Q.179. _____ can be used to determine the positi on the data tablet.
(1) Strip microphones
(2) Signal strength
(3) Coded pulse
(4) Either Signal strength or coded pulse
Ans. (4) Either Signal strength or coded pulse

Q.180.Grayscale is used for
(1) Random scan displa
(2) Monitors with color apability
(3) Monitors with no color capability
(4) All of the above
Ans. (3) Monitors with no color capability

Q.181.Clipping in computer graphics is primarily us for -
(1) zooming
(2) copying
(3) removing objects and lines
(4) All of the above
Ans. (3) removing objects and lines

Q.182.Random scan systems are used for -
(1) Color drawing application
(2) Pixel drawing application
(3) Line drawing application
(4) None of the above
Ans. (3) Line drawing application

Q.183.How many phosphor color dots at each pi position in a shadow mask CRT?
(1) 1 (2) 7 (2) 2 (4) 3
Ans. (4) 3

Q.184.Shadow mask method is used in -
(1) Raster scan system
(2) Random scan system
(3) Both (1) & (2)
(4) None of the above
Ans. (1) Raster scan system

Q.185.In which of the following CRT methods, there is an occurrence of convergence problem?
(1) Shadow mask method
(2) Beam penetration
(3) Both of the above
(4) None of the above
Ans. (1) Shadow mask method

Q.186.Which of the following uses the Beam penetration method?
(1) Raster scan system
(2) Random scan system
(3) Both (1) & (2)
(4) None of the above
Ans. (2) Random scan system

Q.187.Plasma panel is a type of -
(1) Emissive display
(2) Non-Emissive display
(3) Printer
(4) None of the above
Ans. (1) Emissive display

Q.188.Which of the following algorithm is used to fill the interior of a polygon?
(1) Boundary fill algorithm
(2) Scan line polygon fill algorithm
(3) Flood fill algorithm
(4) All of the above
Ans. (3) Flood fill algorithm

Q.189.Which of the algorithm is used to color a pixel if it is not colored and leaves it if it is already filled?
(1) Boundary fill algorithm
(2) Scan line polygon fill algorithm
(3) Flood fill algorithm
(4) All of the above
Ans. (1) Boundary fill algorithm

Q.190.A spline can be defined as -
(1) Curved strip
(2) A smooth curve is drawn using a pencil.
(3) A flexible strip used to generate a smooth curve through a designated set of points.

Q.169. Consider the following statements:
(1) The process of identifying the visible part of the picture for display is not straightforward.
(2) Clipping algorithm is used to determine the points, lines, or portions of lines that lie inside the clipping window.
State True or False.
(1) Both Statements True
(2) 1-True, 2-False
(3) 1-False, 2-True
(4) Both Statements False
Ans. (1) Both Statements True

Q.170. (1) It is a dot matrix
(2) Characters are represented by an array of dots.
(3) It is a two-dimensional array having columns and rows. Name the method: _____.
(1) Bitmap Method (2) Jpeg Method
(3) Cyan Method (4) Binarization
Ans. (1) Bitmap Method

Q.171. (1) The x shear and y shear transformations can be applied relative to other _____ lines.
(2) Negative values rotate objects in the _____ sense.
(1) Reference, Clockwise
(2) Anticlockwise, Clockwise
(3) Anticlockwise, Reference
(4) Scaling, Reference
Ans. (1) Reference, Clockwise

Q.172. The viewing transformation is the combination of _____ transformation and _____ transformations.
(1) Normalization, Workstation
(2) Phase normalization, Frequency normalization
(3) Frequency normalization, Workstation
(4) Phase normalization, Workstation
Ans. (1) Normalization, Workstation

Q.173. (1) A _____ is the one onto which the perspective projection of a set of parallel lines which are not parallel to the projection plane converges.

(2) _____ is the one at which the vanishing point for any set of lines that are parallel to one of the three principal axes of an object.
(1) Axis vanishing point, Principle vanishing point
(2) Axis vanishing point, Vanishing point
(3) Vanishing point, Axis vanishing point
(4) View reference point, Vanishing point
Ans. (3) Vanishing point, Axis vanishing point

Q.174. _____ is used to convert the 3D description of objects in viewing coordinates to the _____.
(1) Modeling transformation, 2D world coordinates
(2) Projection transformation, 2D projection coordinates
(3) Viewing transformation, 2D view coordinates
(4) Workstation transformation, 2D device coordinates
Ans. (2) Projection transformation, 2D projection coordinates

Q.175. (1) View distance tells how far the camera is positioned from the _____.
(2) A _____ projection preserves relative proportions of objects but does not produce realistic views.
(1) View plane, Workstation transformation
(2) View plane, Viewing transformation
(3) View reference point, parallel
(4) View volume, Projection transformation
Ans. (3) View reference point, parallel

Q.176. Which is the device that is constructed with the series of sensors that detects hand and finger motion?
(1) Digitizers (2) Data glove
(3) Joystick (4) Track ball
Ans. (2) Data glove

Q.177. A common device for drawing, painting, or interactively selecting coordinate positions on an object is a
(1) Image scanner (2) Digitizers
(3) Data glove (4) Touch panels
Ans. (2) Digitizers

Q.178. Which device is used to input two-dimensional coordinates by activating a hand cursor on a flat surface?

(1) Pivot point (2) Fixed point
(3) Differential scaling (4) Uniform scaling

Ans. (2) Fixed point

Q.230.If the value of sx=1 and sy=1 then
(1) Reduce the size of object
(2) Distort the picture
(3) Produce an enlargement
(4) No change in the size of an object

Ans. (4) No change in the size of an object

Q.231.The polygons are scaled by applying the follow transformation.
(1) $X'=x * Sx + Xf(1-Sx)$ and $Y'=y * Sy + Yf(1-Sy)$
(2) $X'=x * Sx + Xf(1+Sx)$ and $Y'=y * Sy + Yf(1+Sy)$
(3) $X'=x * Sx + Xf(1-Sx)$ and $Y'=y * Sy - Yf(1-Sy)$
(4) $X'=x * Sx * Xf(1-Sx)$ and $Y'=y * Sy * Yf(1-Sy)$

Ans. (1) $X'=x * Sx + Xf(1-Sx)$ and $Y'=y * Sy + Yf(1-Sy)$

Q.232.The matrix representation for translation homogeneous coordinates is
(1) $P'=T+P$ (2) $P'=S*P$
(3) $P'=R*P$ (4) $P'=T*P$

Ans. (4) $P'=T*P$

Q.233.The matrix representation for scaling homogeneous coordinates is
(1) $P'=S*P$ (2) $P'=R*P$
(3) $P'=dx+dy$ (4) $P'=S*S$

Ans. (1) $P'=S*P$

Q.234.The matrix representation for rotation homogeneous coordinates is
(1) $P'=T+P$ (2) $P'=S*P$
(3) $P'=R*P$ (4) $P'=dx+dy$

Ans. (3) $P'=R*P$

Q.235.What is the use of homogeneous coordinates matrix representation?
(1) To treat all 3 transformations in a consistent way
(2) To scale
(3) To rotate
(4) To shear the object

Ans. (1) To treat all 3 transformations in a consistent way

Q.236.If point are expressed in homogeneous coordinates then the pair of (x, y) is represented as
(1) (x', y', z') (2) (x, y, z)
(3) (x', y', w) (4) (x', y', w)

Ans. (4) (x', y', w)

Q.237.For 2D transformation the value of third coordinate i.e. w=?
(1) 1 (2) 0 (3) -1 (4) Any value

Ans. (1) 1

Q.238.We can combine the multiplicative and translational terms for 2D into a single matrix representation by expanding
(1) 2 by 2 matrix into 4*4 matrix
(2) 2 by 2 matrix into 3*3
(3) 3 by 3 matrix into 2 by 2
(4) Only 3

Ans. (2) 2 by 2 matrix into 3*3

Q.239.The general homogeneous coordinate representation can also be written as
(1) $(h.x, h.y, h.z)$ (2) $(h.x, h.y, h)$
(3) $(x, y, h.z)$ (4) (x,y,z)

Ans. (2) $(h.x, h.y, h)$

Q.240.Two successive translations are _____
(1) Multiplicative (2) Inverse
(3) Subtractive (4) Additive

Ans. (4) Additive

Q.241.Two successive translations are not commutative.
(1) True (2) False

Ans. (2 False

Q.242.General pivot point rotation can be expressed as
(1) $T(zr,yr).R(\theta).T(-zr,-yr) = R(xr,yr,\theta)$
(2) $T(xr,yr).R(\theta).T(-xr,-yr) = R(xr,yr,\theta)$
(3) $T(xr,yr).R(\theta).T(-xr,-yr) = R(zr,yr,\theta)$
(4) $T(xr,yr).R(\theta).T(-xr,-yr) = R(xr,yr,Q)$

Ans. (2) $T(xr,yr).R(\theta).T(-xr,-yr) = R(xr,yr,\theta)$

Q.243.Which of the following is NOT correct? (A, B and C are matrices)

(4) Negative direction

Ans. (3) Counterclockwise rotations about the pivot point

Q.217.The rotation axis that is perpendicular to the xy plane and passes through the pivot point is known as

(1) Rotation (2) Translation
(3) Scaling (4) Shearing

Ans. (1) Rotation

Q.218.The original coordinates of the point in polor coordinates are

(1) $X'=r\cos(\Phi+\theta)$ and $Y'=r\cos(\Phi+\theta)$
(2) $X'=r\cos(\Phi+\theta)$ and $Y'=r\sin(\Phi+\theta)$
(3) $X'=r\cos(\Phi+\theta)$ and $Y'=r\cos(\Phi+\theta)$
(4) $X'=r\cos(\Phi+\theta)$ and $Y'=r\sin(\Phi+\theta)$

Ans. (2) $X'=r\cos(\Phi+\theta)$ and $Y'=r\sin(\Phi+\theta)$

Q.219.The two-dimensional rotation equation in the matrix form is

(1) $P'=P+T$ (2) $P'=R*P$
(3) $P'=P*P$ (4) $P'=R+P$

Ans. (2) $P'=R*P$

Q.220. _____ is the rigid body transformation that moves object without deformation.

(1) Translation (2) Scaling
(3) Rotation (4) Shearing

Ans. (3) Rotation

Q.221.An ellipse can also be rotated about its center coordinates by rotating

(1) End points
(2) Major and minor axes
(3) Only 1
(4) None

Ans. (2) Major and minor axes

Q.222.The transformation that is used to alter the size of an object is

(1) Scaling (2) Rotation
(3) Translation (4) Reflection

Ans. (1) Scaling

Q.223.The two-dimensional scaling equation in the matrix form is

(1) $P'=P+T$ (2) $P'=S*P$
(3) $P'=P*R$ (4) $P'=R+S$

Ans. (2) $P'=S*P$

Q.224.Scaling of a polygon is done by computing

(1) The product of (x, y) of each vertex
(2) (x, y) of end points
(3) Center coordinates
(4) Only 1

Ans. (4) Only 1

Q.225.If the scaling factors values sx and sy< 1 then

(1) It reduces the size of object
(2) It increases the size of object
(3) It stunts the shape of an object
(4) None

Ans. (1) It reduces the size of object

Q.226.If the scaling factors values sx and sy are assigned to the same value then

(1) Uniform rotation is produced
(2) Uniform scaling is produced
(3) Scaling cannot be done
(4) Scaling can be done or cannot be done

Ans. (2) Uniform scaling is produced

Q.227.If the scaling factors values sx and sy are assigned to unequal values then

(1) Uniform rotation is produced
(2) Uniform scaling is produced
(3) Differential scaling is produced
(4) Scaling cannot be done

Ans. (3) Differential scaling is produced

Q.228.The objects transformed using the equation $P'=S*P$ should be

(1) Scaled (2) Repositioned
(3) Both 1 and 2 (4) Neither 1 nor 2

Ans. (3) Both 1 and 1

Q.229.We control the location of a scaled object by choosing the position is known as

UNIT-3

Q.204.A translation is applied to an object by
(1) Repositioning it along with straight line path
(2) Repositioning it along with circular path
(3) Only 2
(4) All of the mentioned
Ans. (1) Repositioning it along with straight line path

Q.205.We translate a two-dimensional point by adding
(1) Translation distances
(2) Translation difference
(3) X and Y
(4) Only 1
Ans. (4) Only 1

Q.206.The translation distances (dx, dy) is called as
(1) Translation vector (2) Shift vector
(3) Both 1 and 2 (4) Neither 1 nor 2
Ans. (3) Both 1 and 2

Q.207.In 2D-translation, a point (x, y) can move to new position (x', y') by using the equation
(1) $x'=x+dx$ and $y'=y+dx$
(2) $x'=x+dx$ and $y'=y+dy$
(3) $X'=x+dy$ and $Y'=y+dx$
(4) $X'=x-dx$ and $y'=y-dy$
Ans. (2) $x'=x+dx$ and $y'=y+dy$

Q.208.The two-dimensional translation equation in matrix form is
(1) $P'=P+T$ (2) $P'=P-T$
(3) $P'=P*T$ (4) $P'=p$
Ans. (1) $P'=P+T$

Q.209. _____ is a rigid body transformation that mo objects without deformation.
(1) Rotation. (2) Scaling
(3) Translation (4) All of the mentioned
Ans. (3) Translation

Q.210.A straight line segment is translated, by appl the transformation equation
(1) $P'=P+T$ (2) Dx and Dy

(3) $P'=P+P$ (4) Only 2
Ans. (1) $P'=P+T$

Q.211.Polygons are translated by adding _____ to the coordinate position of each vertex and the current attribute setting.
(1) Straight line path (2) Translation vector
(3) Differences (4) Only 2
Ans. (4) Only 2

Q.212.To change the position of a circle or ellipse we translate
(1) Center coordinates
(2) Center coordinates and redraw the figure in new location
(3) Outline coordinates
(4) All of the mentioned
Ans. (2) Center coordinates and redraw the figure in new location

Q.213.The basic geometric transformations are
(1) Translation (2) Rotation
(3) Scaling (4) All of the mentioned
Ans. (4) All of the mentioned

Q.214.A two dimensional rotation is applied to an object by
(1) Repositioning it along with straight line path
(2) Repositioning it along with circular path
(3) Only 2
(4) Any of the mentioned
Ans. (3) Only 2

Q.215.To generate a rotation , we must specify
(1) Rotation angle θ
(2) Distances dx and dy
(3) Rotation distance
(4) All of the mentioned
Ans. (1) Rotation angle θ

Q.216.Positive values for the rotation angle θ defines
(1) Counterclockwise rotations about the end points
(2) Counterclockwise translation about the pivot point
(3) Counterclockwise rotations about the pivot point

Q.274.Which of the following co-ordinates are NOT u... in 2d viewing transformation?
(1) modelling co-ordinates
(2) viewing co-ordinates
(3) vector co-ordinates
(4) device co-ordinates
Ans. (3) vector co-ordinates

Q.275.The process of elimination of parts of a sc... outside a window or a viewport is called _____
(1) cutting (2) plucking
(3) clipping (4) edi ing
Ans. (3) clipping

Q.276.For a 2d transformation viewing, in how ma... ways a clipping algorithm can be applied?
(1) 3 (2) 2 (3) 1 (4) 5
Ans. (2) 2

Q.277.Which of the following is NOT a type of clippi... algorithm used on the raster system?
(1) line clipping (2) point clipping
(3) area clipping (4) solid clipping
Ans. (4) solid clipping

Q.278.For a point to be clipped, which of the follow... conditions must be satisfied by the point?
(1) $xw_{min} < x < xw_{max}$
(2) $xw_{min} = x = xw_{max}$
(3) $xw_{min} > x > xw_{max}$
(4) $yw_{min} = y = yw_{max}$
Ans. (3) $xw_{min} > x > xw_{max}$

Q.279.For a point to be clipped, which of the follow... conditions must be satisfied by the point?
(1) $yw_{min} < y < yw_{max}$
(2) $yw_{min} > y > yw_{max}$
(3) $yw_{min} = y = yw_{max}$
(4) $xw_{min} < x < xw_{max}$
Ans. (2) $yw_{min} > y > yw_{max}$

Q.280.Which type of clipping is used to clip charac... strings?
(1) text clipping (2) line clipping
(3) sentence clipping (4) word clipping
Ans. (1) text clipping

Q.281.In polygon clipping, line clipping algorithms can be used.
(1) True (2) False
Ans. (1) True

Q.282.The object space or the space in which the application model is defined is called _____
(1) World co-ordinate system
(2) Screen co-ordinate system
(3) World window
(4) Interface window
Ans. (1) World co-ordinate system

Q.283.What is the name of the space in which the image is displayed?
(1) World co-ordinate system
(2) Screen co-ordinate system
(3) World window
(4) Interface window
Ans. (2) Screen co-ordinate system

Q.284.What is the rectangle in the world defining the region that is to be displayed?
(1) World co-ordinate system
(2) Screen co-ordinate system
(3) World window
(4) Interface window
Ans. (4) Interface window

Q.285.The window opened on the raster graphics screen in which the image will be displayed is called _____
(1) World co-ordinate system
(2) Screen co-ordinate system
(3) World window
(4) Interface window
Ans. (4) Interface window

Q.286.The process of mapping a world window in Wor... Coordinates to the Viewport is called Viewi... transformation.
(1) True (2) False
Ans. (1) True

Q.258.Shearing is also termed as _____
(1) Selecting (2) Sorting
(3) Scaling (4) Skewing
Ans. (4) Skewing

Q.259.Shearing and reflection are types of translation.
(1) True (2) False
Ans. (2) False

Q.260.Which of this is compulsory for 2D reflection.
(1) Reflection plane. (2) Origin
(3) Reflection axis (4) Co-ordinate axis.
Ans. (3) Reflection axis

Q.261.A _____ is a system which uses one or mo numbers, or coordinates, to uniquely determine t position of a point.
(1) co-ordinate system (2) binary-system
(3) vector-system (4) euclid geometry
Ans. (1) co-ordinate system

Q.262.Which of the co-ordinate represents X co-ordina in (6,8,9)?
(1) 6 (2) 8 (3) 9 (4) 0
Ans. (1) 6

Q.263.Which of the co-ordinate represen Y co-ordinate in (6,8,9)?
(1) 6 (2) 8 (3) 9 (4) 0
Ans. (2) 8

Q.264.Which of the co-ordinate represents Z co-ordina in (6,8,9)?
(1) 6 (2) 8 (3) 9 (4) 0
Ans. (3) 9

Q.265. _____ and _____ are two types transformations.
(1) quadratic, cubic (2) variable, affine
(3) linear, quadratic (4) linear, affine
Ans. (4) linear, affine

Q.266.Adding points to a vector give a vector.
(1) True (2) False
Ans. (2) False

Q.267.Which of the following properties are preserved in affine transformation?
(1) co-linearity (2) convexity
(3) concavity (4) parallelism
Ans. (3) concavity

Q.268.Ratio of length along a line is preserved in affine transformations.
(1) True (2) False
Ans. (1) True

Q.269.Which co-ordinates allow common vector operations such as translation, rotation, scaling and perspective projection to be represented as a matrix by which the vector is multiplied.
(1) vector co-ordinates
(2) 3d co-ordinates
(3) affine co-ordinates
(4) homogenous co-ordinates
Ans. (4) homogenous co-ordinates

Q.270.For orthonormal basis, which of these is correct?
(1) $M\text{-}1 = Mt$ (2) $M\text{-}1 = Mt$
(3) $M = M$ (4) $Mt = I$
Ans. (1) $M\text{-}1 = Mt$

Q.271.A view is selected by specifying a sub-area of the _____ picture area.
(1) half (2) total (3) full (4) quarter
Ans. (2) total

Q.272.Co-ordinates are ranging according to the screen resolution.
(1) True (2) False
Ans. (1) True

Q.273.Any convenient co-ordinate system or Cartesian co-ordinates which can be used to define the picture is called _____
(1) spherical co-ordinates
(2) vector co-ordinates
(3) viewport co-ordinates
(4) world co-ordinates
Ans. (4) world co-ordinates

(1) $A.B = B.A$
(2) $A.B.C = (A.B).C = A.(B.C)$
(3) $C(A+B) = C.A + C.B$
(4) $1\ A = A\ 1$

Ans. (1) $A.B = B.A$

Q.244.Reflection about the line $y=0$, the axis, is accomplished with the transformation matrix with how many elements as '0'?

(1) 8 (2) 9 (2) 4 (4) 6

Ans. (4) 6

Q.245.Which transformation distorts the shape of an object such that the transformed shape appears as if the object were composed of internal layers that had been caused to slide over each other?

(1) Rotation (2) Scaling up
(3) Scaling down (4) Shearing

Ans. (4) Shearing

Q.246.Transpose of a column matrix is_____

(1) Zero matrix (2) Identity matrix
(3) Row matrix (4) Diagonal matrix

Ans. (3) Row matrix

Q.247.Reversing the order in which a sequence of transformations is performed may affect the transformed position of an object.

(1) True (2) False

Ans. (1) True

Q.248.Which one of the following is the correct notation of a matrix with 'm' rows and 'n' columns?

(1) $m + n$ (2) $m - n$
(3) $m\ x\ n$ (4) m/n

Ans. (3) $m\ x\ n$

Q.249.How many minimum numbers of zeros are there in '3 x 3' triangular matrix?

(1) 4 (2) 3 (3) 5 (4) 6

Ans. (2) 3

Q.250.In a rotation, by how much angle is the object rotated?

(1) 45 degree (2) 90 degree
(3) 180 degree (4) 360 degree

Ans. (3) 180 degree

Q.251.Reflection is a special case of rotation.

(1) True (2) False

Ans. (2) False

Q.252.If two pure reflections about a line passing through the origin are applied successively the result is _____

(1) Pure rotation (2) Quarter rotation
(3) Half rotation (4) True reflection

Ans. (1) Pure rotation

Q.253.What is the determinant of the pure reflection matrix?

(1) 1c (2) 0 (3) -1 (4) 2

Ans. (3) -1

Q.254.Which of the following is NOT true?
Image formed by reflection through a plane mirror is_____

(1) of same size
(2) same orientation
(3) virtual
(4) is at same distance from the mirror

Ans. (2) same orientation

Q.255.Which of the following represents shearing?

(1) $(x, y) \rightarrow (x+a, y+b)$
(2) $(x, y) \rightarrow (ax, by)$
(3) $(x, y) \rightarrow (x\cos(\theta)+y\sin(\theta), -x\sin(\theta)+y\cos(\theta))$
(4) $(x, y) \rightarrow (x+ay, y+bx)$

Ans. (4) $(x, y) \rightarrow (x+ay, y+bx)$

Q.256.If a '3 x 3' matrix shears in X direction, how many elements of it are '1'?

(1) 2 (2) 3 (3) 6 (4) 5

Ans. (2) 3

Q.257.If a '3 x 3' matrix shears in Y direction, how many elements of it are '0'?

(1) 2 (2) 3 (3) 6 (4) 5

Ans. (4) 5

Q.312.We can generate the dashes in the various octant and the circle path with vertical path using
(1) Circles (2) Circle symmetry
(3) Circle simmetry (4) Curve slope
Ans. (2) Circle symmetry

Q.313.The function of the pixel mask is
(1) To display dashes and inter dash spaces according to the slope
(2) To display curved attributes
(3) To display the thick curves
(4) None of these
Ans. (1) To display dashes and inter dash spaces according to the slope

Q.314.If we want to display constant-length dashes, the we need to do the following.
(1) We need to adjust the number of pixels plotted each dash
(2) We need to adjust the number of dots
(3) We must use line-type functions
(4) Neither a nor c
Ans. (1) We need to adjust the number of pixels plotted each dash

Q.315.The curves displayed with a rectangular pen w be
(1) Thinner
(2) Thicker and magnitude slope is 1
(3) Thicker and magnitude slope >1
(4) 2 or 3
Ans. (2) Thicker and magnitude slope is 1

Q.316.The basic graphical interactions are
(1) Pointing (2) Positioning
(3) Both 1 & 2 (4) None of the above
Ans. (3) Both 1 & 2

Q.317._____is a flexible strip that is used to produ smooth curve using a set of point.
(1) Sp line
(2) Scan-line method
(3) Depth-sorting method
(4) None of these
Ans. (1) Sp line

Q.318.The types of sp line curve are
(1) Open sp line (2) Closed sp line
(3) Both 1 & 2 (4) None of these
Ans. (3) Both 1 & 2

Q.319.Cubic sp line are
(1) Simple to compute
(2) Provides continuity of curves
(3) Both 1 & 2
(4) None of these
Ans. (3) Both 1 & 2

Q.320.The parametric form of 3D sp line are
(1) $X=f(t),y=g(t),z=h(t)$
(2) $X=a0,y=b0,z=c0$
(3) $F(t)=0,g(t)=0,h(t)=0$
(4) None of these
Ans. (1) $X=f(t),y=g(t),z=h(t)$

Q.321.The surfaces that is blocked or hidden from view in a 3D scene are known as
(1) Hidden surface (2) Frame buffer
(3) Quad tree (4) Lost surface
Ans. (1) Hidden surface

Q.322.The problem of hidden surface are
(1) Removal of hidden surface
(2) Identification of hidden surface
(3) Both 1 & 2
(4) None of these
Ans. (3) Both 1 & 2

Q.323.Why we need removal of hidden surface
(1) for displaying realistic view
(2) for determining the closest visible surface
(3) Both 1 & 2
(4) None of these
Ans. (3) Both 1 & 2

Q.324.The algorithm of hidden surface are
(1) Object-space method
(2) Image-space method
(3) Both 1 & 2
(4) None of these
Ans. (3) Both 1 & 1

Q.300.To change the position of a circle or ellipse we translate
(1) Center coordinates
(2) Center coordinates and redraw the figure in new location
(3) Outline coordinates
(4) All of the mentioned
Ans. (2) Center coordinates and redraw the figure in new location

Q.301.The basic geometric transformations are
(1) Translation (2) Rotation
(3) Scaling (4) All of the mentioned
Ans. (1) All of the mentioned

Q.302.A two dimensional rotation is applied to an object by
(1) Repositioning it along with straight line path
(2) Repositioning it along with circular path
(3) Only 2
(4) Any of the mentioned
Ans. (3) Only 2

Q.303.To generate a rotation , we must specify
(1) Rotation angle θ
(2) Distances dx and dy
(3) Rotation distance
(4) All of the mentioned
Ans. (1) Rotation angle θ

Q.304.Positive values for the rotation angle θ defines
(1) Counterclockwise rotations about the end points
(2) Counterclockwise translation about the pivot point
(3) Counterclockwise rotations about the pivot point
(4) Negative direction
Ans. (3) Counterclockwise rotations about the pivot point

Q.305.The rotation axis that is perpendicular to the plane and passes through the pivot point is known as
(1) Rotation (2) Translation
(3) Scaling (4) Shearing
Ans. (1) Rotation

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UNIT–4

Q.306.The basic parameter to curved attributes are
(1) Type (2) Width
(3) Colour (4) All of the mentioned
Ans. (4) All of the mentioned

Q.307.Raster curves of various widths can be displayed using
(1) Horizontal or vertical spans
(2) Horizontal spans
(3) Vertical spans
(4) Horizontal and vertical spans
Ans. (1) Horizontal or vertical spans

Q.308.If the magnitude of the curve slope is lesser than 1, then
(1) We can plot horizontal spans
(2) We can plot vertical spans
(3) Only 2
(4) All of the mentioned
Ans. (3) Only 2

Q.309.If the slope magnitude is 1, then circles, ellipse and other curves will appear
(1) Thick (2) Thinnest
(3) Big (4) Rough
Ans. (2) Thinnest

Q.310.One of the method for displaying thick curves is
(1) Curve slope (2) Curve width
(3) Curve cap (4) Only 3
Ans. (1) Curve slope

Q.311.The pixel masks for implementing line-type options are also used in the following algorithm togenerate dashed and dotted patterns.
(1) Raster line algorithm
(2) Raster scan algorithm
(3) Raster curve algorithm
(4) Random curve algorithm
Ans. (3) Raster curve algorithm

Q.287.The scale factor of viewport transformation for x co-ordinate is _____

(1) $Sx = (svmax - svmin)/(swmax - swmin)$
(2) $Sx = (svmax - svmin)/(swmax + swmin)$
(3) $Sx = (svmin - svmax)/(swmax - swmin)$
(4) $Sx = (svmax + svmin)/(swmax - swmin)$

Ans. (1) $Sx = (svmax - svmin)/(swmax - swmin)$

Q.288.Which of the following ports resembles the coordinates from the real-world system?

(1) Window port
(2) View Port
(3) Universal Port
(4) None of the above

Ans. (1) Window Port

Q.289.Panning is a technique in which users can change the size of the area to be viewed in order to see more detail or less detail.

(1) True (2) False

Ans. (2) False

Q.290.Drawing of number of copies of the same image in rows and columns across the interface window so that they cover the entire window is called _____

(1) Roaming (2) Panning
(3) Zooming (4) Tiling

Ans. (4) Tiling

Q.291.By changing the dimensions of the viewport, the _____ and _____ of the objects being displayed can be manipulated.

(1) Number of pixels and image quality
(2) X co-ordinate and Y co-ordinate
(3) Size and proportions
(4) All of these

Ans. (3) Size and proportions

Q.292.A translation is applied to an object by

(1) Repositioning it along with straight line path
(2) Repositioning it along with circular path
(3) Only 2
(4) All of the mentioned

Ans. (1) Repositioning it along with straight line path

Q.293.We translate a two-dimensional point by adding

(1) Translation distances
(2) Translation difference
(3) X and Y
(4) Only 1

Ans. (4) Only 1

Q.294.The translation distances (dx, dy) is called as

(1) Translation vector (2) hift vector
(3) Both 1 and 2 (4) Neither 1 nor 2

Ans. (3) Both 1 and 2

Q.295.In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation

(1) $x'=x+dx$ and $y'=y+dx$
(2) $x'=x+dx$ and $y'=y+dy$
(3) $X'=x+dy$ and $Y'=y+dx$
(4) $X'=x-dx$ and $y'=y-dy$

Ans. (2) $x'=x+dx$ and $y'=y+dy$

Q.296.The two-dimensional translation equation in the matrix form is

(1) $P'=P+T$ (2) $P'=P-T$
(3) $P'=P*T$ (4) $P'=p$

Ans. (1) $P'=P+T$

Q.297. _____ is a rigid body transformation that moves objects without deformation.

(1) Rotation (2) Scaling
(3) Translation (4) All of the mentioned

Ans. (1) Translation

Q.298.A straight line segment is translated by applying the transformation equation

(1) $P'=P+T$ (2) Dx and Dy
(3) $P'=P+P$ (4) Only 3

Ans. (1) $P'=P+T$

Q.299.Polygons are translated by adding _____ to the coordinate position of each vertex and the current attribute setting.

(1) Straight line path (2) Translation vector
(3) Differences (4) Only 2

Ans. (4) Only 2

Q.351._____is a simple object space algorithm tha removes about half of the total polygon in an imag as about half of the faces of objects are back faces

(1) Wire frame model
(2) Constructive solid geometry methods
(3) Isometric projection
(4) Back face removal

Ans. (4) Back face removal

Q.352.By which ,we can take a view of an object fro different directions and different distances

(1) Projection (2) Rotation
(3) Translation (4) Scaling

Ans. (1) Projection

Q.353.Projection rays(projectors) emanate from a

(1) COP(centre of projection)
(2) Intersect proj78ection plane
(3) Both 1 & 2
(4) None of these

Ans. (3) Both 1 & 2

Q.354.The centre of projection for parallel projectors at

(1) Zero (2) Infinity
(3) One (4) None of these

Ans. (2) Infinity

Q.355.In orthographic projection, engineering use

(1) Top view of an object
(2) Front view of an object
(3) Side view of an object
(4) All of these

Ans. (4) All of these

Q.356.The orthographic projection that show more tha one side of an object are called

(1) Axonometric projection
(2) Isometric projection
(3) Both 1 & 2
(4) None of these

Ans. (3) Both 1 & 2

Q.357.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

(1) Parallel projection
(2) Perspective projection
(3) Isometric projection
(4) None of these

Ans. (2) Perspective projection

Q.358.The perspective projection is more practical because the distant objects appear

(1) Smaller
(2) Larger
(3) Neither smaller nor larger
(4) None of these

Ans. (1) Smaller

Q.359.The equation of scaling transformation will be

(1) $X^1=x+Tx,y^1=y+Ty,z^1=z+Tz$
(2) $X^1=x.sx,y^1=y.sy,z^1=z.sz$
(3) Both of these
(4) None of these

Ans. (2) $X1=x.sx,y1=y.sy,z1=z.sz$

Q.360.The equation of translation transformation will be

(1) $X^1=x+Tx,y^1=y+Ty,z^1=z+Tz$
(2) $X^1=x.sx,y^1=y.sy,z^1=z.sz$
(3) Both of these
(4) None of these

Ans. (1) $X^1=x+Tx,y^1=y+Ty,z^1=z+Tz$

Q.56.Sp line curve can be either

(1) Bezier sp line (2) B sp line
(3) Both 1 & 2 (4) None of these

Ans. (1) Both 1 & 2

Q.361.Bezier sp line always passes through

(1) First and second control point
(2) Does not pass from First and second control point
(3) Both 1 & 2
(4) None of these

Ans. (1) First and second control point

(1) Reflection (2) Shearing
(3) Translation (4) None of these
Ans. (1) Reflection

Q.339.How many types of projection are
(1) 1 (2) 2 (3) 3 (4) 4
Ans. (2) 2

Q.340.The types of projection are
(1) Parallel projection and perspective projection
(2) Perpendicular and perspective projection
(3) Parallel projection and Perpendicular projection
(4) None of these
Ans. (1) Parallel projection and perspective projection

Q.341.How many types of parallel projection are
(1) 1 (2) 2 (3) 3 (4) 4
Ans. (2) 2

Q.342.The types of parallel projection are
(1) Orthographic projection and quadric projection
(2) Orthographic projection and oblique projection
(3) oblique projection and quadric projection
(4) None of these
Ans. (2) Orthographic projection and oblique projection

Q.343._____are the three dimensional analogs of qu trees
(1) Quadric (2) Octrees
(3) Geometry (4) None of these
Ans. (2) Octrees

Q.344.By which more complex objects can be construct
(1) Quadric surfaces
(2) Wire frame model
(3) Composite transformation
(4) None of these
Ans. (1) Quadric surfaces

Q.345._____refers to the common elements of grap scenes, often used in graphics package as primi components
(1) Quadric surfaces
(2) Wire frame model
(3) Composite transformation

(4) None of these
Ans. (1) Quadric surfaces

Q.346._____refer to the shapes created by union, intersection and difference of given shapes
(1) Wire frame model
(2) Composite transformation
(3) Constructive solid geometry methods
(4) None of these
Ans. (3) Constructive solid geometry methods

Q.347._____refer to a model that represent all the dimension of an object external as well as internal
(1) Wire frame model
(2) Constructive solid geometry methods
(3) Composite transformation
(4) None of these
Ans. (1) Wire frame model

Q.348._____refers to the result obtained by multiplying the matrix of the individual transformation representation sequences
(1) Wire frame model
(2) Constructive solid geometry methods
(3) Composite transformation
(4) None of these
Ans. (3) Composite transformation

Q.349.The projection in which the projection plane is allowed to intersect the x, y and z-axes at equal distances
(1) Wire frame model
(2) Constructive solid geometry methods
(3) Isometric projection
(4) Back face removal
Ans. (3) Isometric projection

Q.350.In which projection ,the plane normal to the projection has equal angles with these three axes
(1) Wire frame model
(2) Constructive solid geometry methods
(3) Isometric projection
(4) Back face removal
Ans. (3) Isometric projection

Q.325.The method which is based on the principle comparing objects and parts of objects to each oth to find which are visible and which are hidden a called
(1) Object-space method
(2) Image-space method
(3) Surface-space method
(4) Both 1 & 2
Ans. (1) Object-space method.

Q.326.Which of the following is used for the bounda representation of an image object?
(1) Quad Tree (2) Projections
(3) Run length coding (4) Chain codes
Ans. (4) Chain code

Q.327._____as the most commonly used bounda presentation for a 3-D graphics object
(1) Data polygon (2) Surface polygon
(3) System polygon (4) None of these
Ans. (2) Surface polygon

Q.328.A three dimensional object can also be represent using_____
(1) Method (2) Equation
(3) Point (4) None of these
Ans. (2) Equation

Q.329.An_____ can be considered as an extension spherical surface
(1) Bezier (2) Ellipsoid
(3) Shearing (4) None of these
Ans. (2) Ellipsoid

Q.330._____curve is one of the sp line approximati methods
(1) Bezier (2) Ellipsoid
(3) Shearing (4) None of these
Ans. (1) Bezier

Q.331.A Bezier curve is a polynomial of degr _____the no of control points used
(1) One more than (2) One less than
(3) Two less than (4) None of these
Ans. (2) One less than

Q.332.The most basic transformation that are applied in three-dimensional planes are
(1) Translation (2) Scaling
(3) Rotation (4) All of these
Ans. (4) All of these

Q.333.The transformation in which an object can be shifted to any coordinate position in three dimensional plane are called
(1) Translation (2) Scaling
(3) Rotation (4) All of these
Ans. (1) Translation

Q.334.The transformation in which an object can be rotated about origin as well as any arbitrary pivot point are called
(1) Translation (2) Scaling
(3) Rotation (4) All of these
Ans. (3) Rotation

Q.335.The transformation in which the size of an object can be modified in x-direction ,y-direction and z-direction
(1) Translation (2) Scaling
(3) Rotation (4) All of these
Ans. (2) Scaling

Q.336.Apart from the basic transformation ,_____are also used
(1) Shearing (2) Reflection
(3) Both 1 & 2 (4) None of these
Ans. (3) Both 1 & 2

Q.337.In which transformation ,the shape of an object can be modified in any of direction depending upon the value assigned to them
(1) Reflection (2) Shearing
(3) Scaling (4) None of these
Ans. (2) Shearing

Q.338.In which transformation ,the mirror image of an object can be seen with respect to x-axis, y-axis ,z-axis as well as with respect to an arbitrary line

Q.386.Drawing of number of copies of the same image in rows and columns across the interface window so that they cover the entire window is called _____

(1) Roaming (2) Panning
(3) Zooming (4) Tiling

Ans. (4) Tiling

Q.387.The shape of the Bezier curve is controlled by _____.

(1) control points (2) knots
(3) end points (4) all the above

Ans. (1) control points

Q.388.In Beizer Curve, the flexibility of the shape would increase with _____ of the polygon.

(1) decrease in the number of vertices
(2) increase in the number of vertices
(3) decrease in control points
(4) none of the above

Ans. (2) increase in the number of vertices

Q.389.The number of control points can be added or subtracted in _____.

(1) Bezier curve (2) B-spline curve
(3) Cubic spline curve (4) all of the above

Ans. (2) B-spline curve

Q.390.The degree of the curve is independent of the number of control points in _____.

(1) Hermite cubic spline curve
(2) Bezier curve
(3) B-spline curve
(4) Hyperbola

Ans. (3) B-spline curve

Q.391.In Beizer Curve, _____ of polygon actually lie on the curve.

(1) only the first control point
(2) only the last control point
(3) only the first and last control point
(4) all the control points

Ans. (3) only the first and last control point

Q.392._____curves allow local control of the curve.

(1) Analytical (2) Hermite cubic spline
(3) Beizer (4) B-Spline

Ans. (4) B-Spline

Q.393.In Beizer Curve, the curve follows _____.

(1) the control points
(2) the shape of the defining polygon
(3) the defining points
(4) none of the above

Ans. (2) the shape of the defining polygon

Q.394.In synthetic curves, second-order continuity yields

(1) a position continuous curve
(2) a slope continuous curve
(3) a curvature continuous curve
(4) none of the above

Ans. (3) a curvature continuous curve

Q.395.The B-spline curve has a

(1) first-order continuity
(2) second-order continuity
(3) zero-order continuity
(4) none of the above

Ans. (2) second-order continuity

Q.396.To determine the coefficients of the equation – two end-points and the two tangent vectors. This statement is true for which of the following?

(1) B-spline curve
(2) Hermite Cubic Spline Curve
(3) Beizer curve
(4) none of the above

Ans. (2) Hermite Cubic Spline Curve

Q.397.The Bezier curve is smoother than the Hermite cubic spline because it has _____ order derivatives.

(1) lower (2) higher
(3) lower and higher both (4) none of the above

Ans. (2) higher

Q.398.In the bezier curve, the curve is always _____ to first and last segments of the polygon.

(3) Contracting (4) All of these
Ans. (4) All of these

Q.372.The model which is created by using basic entities of two dimensioning is called _____
(1) Surface model (2) Wire frame model
(3) Solid model (4) Isometric model
Ans. (2) Wire frame model

Q.373.Types of models which is commonly used are _____
(1) Simple model (2) Composite model
(3) Isometric model (4) Solid model
Ans. (4) Solid model

Q.374.In which of the types of wire frame model is used for drawing flat objects?
(1) 2D wire frame model
(2) 2.5 wire frame model
(3) 3D wire frame model
(4) Solid model
Ans. (1) 2D wire frame model

Q.375.The _____ form the basis for surface models.
(1) Surface model (2) solid model
(3) wire frame model (4) isometric model
Ans. (2) solid model

Q.376.The wire frame entities are _____
(1) Plane surface (2) Ruled surface
(3) Tabulated surface (4) Polygons
Ans. (4) Polygons

Q.377.The representation of complex objects which is not be drawn by wire frame model is called as _____
(1) Surface model (2) Wire frame model
(3) Solid model (4) Isometric model
Ans. (1) Surface model

Q.378.The surface model is created by using _____
(1) Analytic entities
(2) Synthetic entities
(3) Analytic and Synthetic entities
(4) Basic entities
Ans. (3) Analytic and Synthetic entities

Q.379.What is the basic part of the surface model on which the surface is to be drawn?
(1) Ruled (2) Ruler
(3) Size (4) Mesh
Ans. (4) Mesh

Q.380.The surface form used to model an aircraft body may not be sufficient to model the human heart.
(1) True (2) False
Ans. (1) True

Q.381.The basic surface modeling entities are _____
(1) Polygons
(2) Circle
(3) Surface of revolution
(4) Chamfers
Ans. (3) Surface of revolution

Q.382.The surface which is not to be drawn by the surface model drawn by _____
(1) Surface model (2) Wire frame model
(3) Solid model (4) Isometric model
Ans. (3) Solid model

Q.383.The process of removal of hidden surfaces is termed as _____
(1) clipping (2) copying
(3) culling (4) shorting
Ans. (3) culling

Q.384.A bitmap is collection of _____ that describes an image.
(1) bits (2) colors
(3) algorithms (4) 4 pixels
Ans. (4) 4 pixels

Q.385.By changing the dimensions of the viewport, the _____ and _____ of the objects being displayed can be manipulated.
(1) Number of pixels and image quality
(2) X co-ordinate and Y co-ordinate
(3) Size and proportions
(4) All of these
Ans. (3) Size and proportions

Q.362.The equation for describing surface of 3D plane a

(1) $Ax+By+Cz+D=0$
(2) $Ax+By+Cz=0$
(3) $Ax+By+D=0$
(4) $Ax+By+Cz+D=1$

Ans. (1) $Ax+By+Cz+D=0$

Q.363.The object refers to the 3D representation throu linear, circular or some other representation a called

(1) Quadric surface
(2) Sweep representation
(3) Torus
(4) None of these

Ans. (2) Sweep representation

Q.364.The distance of a line from the projection pla determines

(1) Its size on projection plane
(2) Its length on projection plane
(3) Its width on projection plane
(4) Its height on projection plane

Ans. (1) Its size on projection plane

Q.365.The further the line from the projection pla _____its image on the projection plane

(1) Smaller
(2) Larger
(3) Neither smaller nor larger
(4) None of these

Ans. (1) Smaller

Q.366.The Bezier curve obtained from the four cont points is called a

(1) Square Bezier curve
(2) Cubic Bezier curve
(3) Hectare Bezier curve
(4) Rectangle Bezier curve

Ans. (2) Cubic Bezier curve

Q.365.The shape of a Bezier curve primarily depe upon the

(1) Position of control points
(2) Distance of control points

(3) Position of control panel
(4) None of these

Ans. (1) Position of control points

Q.366.The no of control points in a Bezier curve ensures the

(1) Jaggies of curve
(2) Smoothness of curve
(3) Straightness of curve
(4) None of these

Ans. (2) Smoothness of curve

Q.368.More the control points of a Bezier curve,_____ quality of the curve

(1) Higher (2) Lower
(3) Bad (4) None of these

Ans. (1) Higher

Q.369. _____is one of the function that is used to specify a single plane surface

(1) Meta-ball model (2) Fill area
(3) Reflection (4) None of these

Ans. (2) Fill area

Q.370.Meta-ball is used to describe

(1) Simplest object (2) Complex object
(3) Composite object (4) None of these

Ans. (3) Composite object

Q.371.Super quadrics is a class of object that contain

(1) Data (2) Codes
(3) Both 1 & 2 (4) None of these

Ans. (3) Both 1 & 2

Q.372.Synthetic curve pass through defined data points and thus can be represented by

(1) polynomial equations
(2) exponential equations
(3) partial differential equations
(4) differential equations

Ans. (1) polynomial equations

Q.373.When two molecules move apart, which effect on molecular shapes

(1) Stretching (2) Snapping

Q.434.Which of the following statements is true?

(1) It is customary to include an error message before opening OBJECT tagso viewers who don't have appropriate plug-in to play the multi-media informed what they are missing.

(2) It is customary to include an error message before PARAM tags so viewers who don't have appropriate plug-in to play the multi-media informed what they are missing.

(3) It is customary to include an error message before closing OBJECT tagsso viewers who don't have appropriate plug-in to play multi-media are inform what they are missing.

(4) It is customary to include an error message in HTML comment so viewers who don't have appropriate plug-in to play the multi-media informed what they are missing.

Ans. (3) It is customary to include an error message before closing OBJECT tagsso viewers who don't have appropriate plug-in to play multi-media are inform what they are missing.

Q.435.Which of the following statements is true?

(1) Helpers and plug-in are one and the same concepts

(2) Browsers come with all of the necessary plugins playing multimedia content.

(3) From time-to-time you may need to install a ne plugin to play a multimedia object.

(4) It is not a good idea to virus check plugins since th can delay viewing a multimedia object.

Ans. (3) From time-to-time you may need to install a ne plugin to play a multimedia object.

Q.436.Which of the following is false?

(1) There are at least 100 different plug-ins.

(2) Multimedia annoys many Web users because it force them to learn to program.

(3) Standards are evolving for multimedia formats.

(4) Compression plays a big role in how fast multimedi elements can be transferred over the Internet.

Ans. (2) Multimedia annoys many Web users because it force them to learn to program.

Q.437.Which of these is not likely to be the responsibility of a multimedia project?

(1) Create interfaces
(2) Ensure the visual consistency of the project
(3) Structure content
(4) Create budgets and timelines for the project
(5) Select media types for content.

Ans. (4) Create budgets and timelines for the project

Q.438.MIDI stands for:5

(1) Musical Instrument Digital Interface
(2) Musical Instrument Digital Instruction
(3) MP3 Instrument Digital Interface
(4) Musical Instrument Design Interface
(5) Multimedia Instrument Digital Interface.

Ans. (1) Musical Instrument Digital Interface

Q.439.Metal Molds for mass-producing CDs are known as:

(1) Father (2) Mothers
(3) Sons (4) Sisters (5) Brothers.

Ans. (3) Sons

Q.440.In the top level Domains, .nom specifies:

(1) Commercial entities
(2) Personal sites
(3) non government organizations
(4) cooperatives
(5) online companies and business.

Ans. (2) Personal sites

Q.441.Interleaving the audio and video segments of a video clip together in a data file is:

(1) Flare (2) Flattening (3) Hot Spot
(4) Helical Scan (5) Father.

Ans. (2) Flattening

Q.442.represents_____ tool

(1) Card Based (2) Page Based
(3) Time Based (4) Icon Based
(5) Event Driven.

Ans. (3) Time Based

Q.443.Space between lines:

(1) Leading (2) Kerning
(3) Extrude (4) Expanded
(5) Font Mapping.

Ans. (1) Leading

(3) to provide real time control of playback of media fi
from the server
(4) all of the mentioned
Ans. (4) all of the mentioned

Q.408.In teardown state of real time streaming protocol
(1) the server resources for client
(2) server delivers the stream to client
(3) server suspends delivery of stream
(4) server breaks down the connection
Ans. (4) server breaks down the connection

Q.409.Cine Blitz multimedia server supports
(1) Real time clients
(2) Non-real time clients
(3) Both 1 and 2.
(4) None of the mentioned
Ans. (3) Both 1 and 2.

Q.410.Multimedia system require hard real tim scheduling
(1) To ensure critical tasks will be serviced within time deadlines
(2) To deliver the media file to the client
(3) To minimize the delay
(4) For security
Ans. (1) To ensure critical tasks will be serviced within time deadlines

Q.411.Which one of the following resource is n necessarily required on a file server?
(1) Secondary storage (2) Processor
(3) Network (4) Monitor
Ans. (4) Monitor

Q.412.Which of the following best describes the proce of streaming?
(1) Playing audio files.
(2) Delaying playing a multimedia element until enou data has been buffered so the element can p uninterrupted.
(3) Reducing the load time of a Web page by streamlini operations.

(4) Sending packets to a Web server so improve server performance.
Ans. (2) Delaying playing a multimedia element until enough data has been buffered so the element can play uninterrupted.

Q.413.What does AIFF stand for?
(1) Audio Interchange File Format
(2) Audio Interchange File Folder
(3) ASCII Interchange File Format
(4) Audio Internet File Format
Ans. (1) Audio Interchange File Format

Q.414.Which company developed the AU audio format?
(1) Apple (2) Sun (3) Netscape (4) Cisco
Ans. (2) Sun

Q.415.What does MIDI stand for?
(1) Musical Internet Digital Interface
(2) Musical Internet Digital Interrupt
(3) Musical Instrument Digital Interface
(4) Musical Instrument Download Interface
Ans. (3) Musical Instrument Digital Interface

Q.416.Which one of the following audio formats was developed by Microsoft?
(1) AIFF (2) MIDI
(3) RealAudio (4) WAV
Ans. (4) WAV

Q.417.Which of the following tags cannot be used to include audio on a Web page?
(1) BGSOUND (2) EMBED
(3) MUSIC (4) OBJECT
Ans. (3) MUSIC

Q.418.Which of the following statements is true?
(1) MIDI files are generally larger than WAV files.
(2) Video files are generally much larger than audio files.
(3) Audio and video are one and the same.
(4) Nearly all 5 minute movie clips are under 1M in size.
Ans. (2) Video files are generally much larger than audio files.

Q.419.An audio repository is which of the following?
(1) A Web presentation that warehouses audio files.

(1) normal (2) parallel
(3) tangent (4) none of the above
Ans. (2) tangent

Q.399.In synthetic curves, zero-order continuity yields
(1) a position continuous curve
(2) a slope continuous curve
(3) a curvature continuous curve
(4) none of the above
Ans. (1) a position continuous curve

Q.400.In synthetic curves, first-order continuity yields
(1) a position continuous curve
(2) a slope continuous curve
(3) a curvature continuous curve
(4) none of the above
Ans. (2) a slope continuous curve

Q.401.Which of the following is not an analytical entity?
(1) Spline (2) Hyperbola
(3) Parabola (4) Ellipse
Ans. (2) Spline

○○○

UNIT–5

Q.402.A multimedia file
(1) is same as any other regular fileresource.letstranzact.com
(2) Must be accessed at specific rate OPEN
(3) stored on remote server cannot be delivered to its client
(4) None of the mentioned
Ans. (2) Must be accessed at specific rateOPEN

Q.403.In which type of streaming multimedia file is delivered to the client, but not shared?
(1) real-time streaming
(2) progressive download
(3) compression
(4) none of the mentioned
Ans. (1) real-time streaming

Q.404.Which one of the following is the characteristic of a multimedia system?
(1) high storage (2) high data rates
(3) both 1 and 2 (4) none of the mentioned
Ans. (2) both 1 and 2

Q.405.The delay that occur during the playback of a stream is called
(1) stream delay (2) playback delay
(3) jitter (4) event delay
Ans. (3) jitter

Q.406.Which algorithm can be optimized to meet the timing deadlines and rate requirements of continuous media?
(1) Earliest-Deadline-First scheduling
(2) SCAN-EDF scheduling
(3) both 1 and 2
(4) none of the mentioned
Ans. (3) both 1 and 2

Q.407.Real time streaming protocol is used
(1) to control streaming media servers
(2) for establishing and controlling media sessions between endpoints

Q.472.Find parity bit for 1001011
(1) 0. (2) 1. (3) 2. (4) none.
Ans. (1) 0.

Q.473.In a cyclic code, decoder is failed to detect an error, when syndrome is
(1) zero. (2) non zero.
(3) infinity. (4) negative value.
Ans. (1) zero.

Q.474.What is maximum effect of a 2-ms burst of noise data transmitted for 12 kbps
(1) 2 bits. (2) 4 bits. (3) 16 bits. (4) 24 bits.
Ans. (4) 24 bits.

Q.475.Divisor line and XOR are missing if corresponding bit in divisor is
(1) 0. (2) 1. (3) 10. (4) 11.
Ans. (1) 0.

Q.476.Unsigned representation of numbers by one complement can represent
(1) positive number.
(2) negative number.
(3) positive and negative numbers.
(4) infinite numbers.
Ans. (3) positive and negative numbers.

Q.477.Checksum is used in Internet by several protocol although not at the
(1) session layer. (2) transport layer.
(3) network layer. (4) data link layer.
Ans. (4) data link layer.

Q.478.Switching in Internets done by using datagram approach to packet switching at the
(1) network layer. (2) application layer.
(3) data link layer. (4) physical layer.
Ans. (1) network layer.

Q.479.A Circuit-Switched Network is made of a set of switches connected by physical
(1) links. (2) Media. (3) nodes. (4) frames.
Ans. (1) links.

Q.480.log 28 =
(1) 0. (2) 1. (3) 2. (4) 3.
Ans. (4) 3.

Q.481.A switch in a datagram network uses a
(1) destination address. (2) sender address.
(3) routing table. (4) header.
Ans. (3) routing table.

Q.482.Routing processor searches routing table is called
(1) switch fabric. (2) buffer.
(3) table lookup. (4) rolling table.
Ans. (3) table lookup.

Q.483.A Virtual-Circuit Network (VCN) is normally implemented in the
(1) session layer. (2) data link layer.
(3) network layer. (4) physical layer.
Ans. (2) data link layer.

Q.484.Which frame completes entries in switching tables.
(1) acknowledgment frame.
(2) setup frame.
(3) routing frame.
(4) none.
Ans. (1) acknowledgment frame.

Q.485.Virtual-Circuit Networks and datagram networks are subcategories of
(1) message-switched networks.
(2) packet-switched networks.
(3) circuit-switched networks.
(4) none of them.
Ans. (2) packet-switched networks.

Q.486.Actual communication in a circuit-switched network requires.
(1) one phase. (2) two phases.
(3) three phases. (4) four phases.
Ans. (3) three phases.

Q.487.In a packet-switched network, resources are allocated
(1) randomly. (2) on demand.
(3) reserved already. (4) both 1 and 3.
Ans. (2) on demand.

(1) 5-10khz. (2) 50-100khz.
(3) 250-1000khz. (4) 530- 1700 khz.

Ans. (4) 530- 1700 khz.

Q.457.Analog-to-analog conversion can be accomplish in

(1) one way. (2) three ways.
(3) two ways. (4) four ways.

Ans. (2) three ways.

Q.458.Term that is used to compose matrix of pixel is

(1) number. (2) image.
(3) video. (4) audio.

Ans. (2) image.

Q.459.Parameter that refers to recording broadcasting of picture is

(1) text. (2) audio. (3) image. (4) video.

Ans. (4) video.

Q.460.Both station can transmit and receive d simultaneously in

(1) simplex mode. (2) half duplex mode.
(3) full duplex mode. (4) none of above.

Ans. (3) full duplex mode.

Q.461.Each set of bit pattern is called

(1) code. (2) unicode. (3) coding. (4) ascii.

Ans. (1) code.

Q.462.Data communications are transfer of data throu some

(1) transmission medium.
(2) linear medium.
(3) network lan.
(4) protocols.

Ans. (1) transmission medium.

Q.463.When system delivers data accurately then it called

(1) accuracy. (2) delivery.
(3) jitter. (4) timelessness.

Ans. (2) delivery.

Q.464.Mode that is like a two way street with tra flowing in both direction simultaneously is

(1) simplex. (2) full duplex.
(3) half duplex. (4) none of above.

Ans. (2) full duplex.

Q.465.Agreement between communicating devices are called

(1) none of the mentioned (2) message.
(3) protocol. (4) transmission medium.

Ans. (3) protocol.

Q.466.Five components that make up a data communications system are message, sender, receiver, and

(1) protocol. (2) medium.
(3) connecting device. (4) both 1 and 2.

Ans. (4) both 1 and 2.

Q.467.Two computers connected by an Ethernet hub are of

(1) lan topology. (2) man topology.
(3) wan topology. (4) intranet.

Ans. (1) lan topology.

Q.468.How many bits in data unit has changed in single bit error

(1) only 1. (2) two bits.
(3) three bits. (4) four bits.

Ans. (1) only 1.

Q.469.To guarantee detection of up to s errors in all cases, minimum hamming distance in a block code must be

(1) s. (2) s+1. (3) s-1. (4) 0.

Ans. (2) s+1.

Q.470.Cyclic codes are fast when these are implemented in

(1) software. (2) hardware.
(3) local area network. (4) wide area network.

Ans. (2) hardware.

Q.471.In block coding, we divide our message into blocks, is called

(1) code blocks. (2) packet blocks.
(3) code words. (4) datawords.

Ans. (4) datawords.

Q.444.The visual representation of a project that includ a table of contents as well as a chart of the logic flow of the interactive interface is often called

(1) A master layout
(2) A navigation map
(3) A workflow diagram
(4) A prototype(e) A synthesizer.

Ans. (2) A navigation map

Q.445.ITC Franklin Gothic specifies:

(1) Style (2) Visual Effect (3) Color
(4) Font (4) Dimension.

Ans. (4) Font

Q.446.Hardware that creates sound from a mathemati representation

(1) Sound Synthesizer (2) Stampers
(3) Speaker (4) Sons
(5) Set top box.

Ans. (1) Sound Synthesizer

Q.447.If the definition for "multimedia" is "a combinati of media, "what is the best definition "hypermedia?"

(1) Separate media (2) Linked concepts
(3) Separate concepts (4) Linked media

Ans. (4) Linked media

Q.448.A good example of hypermedia in actual use is:

(1) The Internet. (2) Level I video disc.
(3) Videotape. (4) Audiotape.

Ans. (1) The Internet.

Q.449.What is a major benefit of us multimedia/hypermedia inlearning?

(1) It makes it possible for students to understand they learn.
(2) It prepares many students for careers in film theater.
(3) It allows students a variety of ways to show abilities.
(4) It increases motivation for learning.

Ans. (4) It increases motivation for learning.

Q.450.Research on multimedia and hypermedia systems in education suggests that:

(1) Students learn just as well when they explanations verbally rather than through multiple media format.
(2) Students have greater comprehension when reading words rather than hearing words.
(3) A primary advantage of hypermedia is the rapid search capability.
(4) Learning style has an effect on whether hypermedia features are effective.

Ans. (3) A primary advantage of hypermedia is the rapid search capability.

Q.451.Interactive books include:

(1) Instructional games
(2) Interactive storybooks
(3) Interactive texts
(4) Both interactive storybooks and texts

Ans. (4) Both interactive storybooks and texts

Q.452.In a constellation diagram, a signal element type is represented as a

(1) dot. (2) line.
(3) x component. (4) y component.

Ans. (1) dot.

Q.453.Term that refers to phase continues through boundary of two signal elements is

(1) non coherent bfsk. (2) coherent bfsk.
(3) binary ask. (4) multilevel ask.

Ans. (2) coherent bfsk.

Q.454.Example of an analog to analog conversion is

(1) radio. (2) video.
(3) television. (4) internet.

Ans. (1) radio.

Q.455.Total bandwidth required for Amplitude Modulation (AM) is

(1) 2 (2) 2(1 + ?)b (3) 2l. (4) 2f.

Ans. (1) 2

Q.456.AM stations are allowed carrier frequencies anywhere between

Q.519.Multimedia Authoring Software
(1) Adobe Director (2) Adobe page maker
(3) Reduces the resolution (4) None of the above
Ans. (2) Adobe Director

Q.520.User interface design
(1) Graphical representation for user
(2) Tutorial for user
(3) Introduction for user
(4) None of the above
Ans. (1) Graphical representation for user

Q.521.Story board
(1) Script (2) Pre visualization sequence
(3) Clap board (4) Condense of a story
Ans. (2) Pre visualization sequence

Q.522.Vector graphics
(1) Geometric primitives (2) Pixels
(3) Colour Dots (4) None of the above
Ans. (1) Geometric primitives

Q.523.File format for Vector
(1) JPEG (2) TIFF (3) SVG (4) BMP
Ans. (3) SVG

Q.524.Intercutting
(1) At a point, two scenes will be shown a few momen each, back and forth
(2) Cut between shots
(3) Clapping
(4) None of the above
Ans. (1) At a point, two scenes will be shown a few momen each, back and forth

Q.525.Decoding
(1) Convert Text to Code
(2) Convert code to text
(3) Convert to code to another code
(4) None of the above
Ans. (2) Convert code to text

Q.526.Shooting Script
(1) final draft used on set by the production peopl
(2) Script prepared during shooting
(3) A review of script

(4) None of the above
Ans. (1) final draft used on set by the production people

Q.527.Pre production of Multimedia
(1) Story board (2) Shooting
(3) Editing (4) Special effects
Ans. (1) Story board

Q.528.Production of Multimedia
(1) Story board (2) Shooting
(3) Editing (4) Special effects
Ans. (2) Shooting

Q.529.Post production of Multimedia
(1) Story board (2) Shooting
(3) Editing (4) Special effects
Ans. (4) Special effects

Q.530.A quality of Digital Image is measured by
(1) Physical size (2) Height and width
(3) DPI (4) None of the above
Ans. (3) DPI

Q.531.Bitmap images are made of
(1) Picture (2) Pixels
(3) Lines and curves (4) None of the above
Ans. (2) Lines and curves

Q.532.Aspect ratio
(1) Proportion between width and height
(2) Ratio of a video frame
(3) Ratio of a monitor frame
(4) None of the above
Ans. (1) Proportion between width and height

Q.533.The Color model used for print media
(1) CMYK (2) HSB (3) RGB (4) BMP
Ans. (1) CMYK

Q.534.Which one of the following is a web design tool
(1) Page maker (2) MS Power point
(3) Dream weaver (4) MS word
Ans. (3) Dream weaver

Q.535.Cyber space
(1) Anything associated with Internet
(2) Space for web design
(3) Server space

UNIT–6

Q.502.Dealing with Colour
(1) Balancing Pixels (2) Scaling Files
(3) Masking (4) Contrast
Ans. (4) Contrast

Q.503.Pixels
(1) Digital image (2) Analogue
(3) Vector (4) None of the above
Ans. (2) Digital image

Q.504.Image Enhancing Software
(1) Photoshop (2) Page maker
(3) MS Excel (4) Power Point
Ans. (2) Photoshop

Q.505. _____ Is not an image Format
(1) Bitmap (2) GIF (3) PIXEL (4) JPEG
Ans. (3) PIXEL

Q.506.Which colour mode is used for digital Image
(1) CMYK (2) HSB (3) PANTONE (4) RGB
Ans. (4) RGB

Q.507.Creating a storyboard of a video programme usually at
(1) production stage (2) after the shoot
(3) pre production stage (4) Scripting stage
Ans. (3) pre production stage

Q.508. _____ is the measure of the degree of sharpn of an image
(1) Resolution (2) Pixel
(3) accuracy (4) Depth
Ans. (1) Resolution

Q.509. _____ is a process of converting analog aud into digital audio
(1) sampling (2) recording
(3) stretching (4) digitizing
Ans. (4) digitizing

Q.510.Generation loss is the most minimal in

(1) nonlinear editing (2) transferring
(3) linear editing (4) assemble editing
Ans. (1) nonlinear editing

Q.511. _____ refers to the varying levels of brightness and darkness within a particular scene.
(1) Contrast (2) exposure
(3) balance (4) none of the above
Ans. (1) Contrast

Q.512.The place we store our files in Windows
(1) Home page (2) Folder
(3) Recycle Bin (4) none of above
Ans. (2) Folder

Q.513.The tool used for dividing an image into slices.
(1) Gradient tool (2) Slice tool
(3) Burn tool (4) all of the above
Ans. (2) Slice tool

Q.514.The tool which works like a real life paint brush and allows drawing smooth strokes of color.
(1) Paint brush (2) Airbrush
(3) History brush (4) all of the above
Ans. (2) Airbrush

Q.515.GIF
(1) Animation (2) Text
(3) Spreadsheet (4) None of the above.
Ans. (1) Animation

Q.516.Digital storage medium
(1) Hard disc (2) USB port
(3) Monitor (4) None of the above
Ans. (1) Hard disc

Q.517.Hypermedia
(1) Interactive Media (2) print media
(3) Analogue media (4) None of the above
Ans. (1) Interactive Media

Q.518.Compression
(1) Reduces the picture clarity for storage
(2) Increases the number of bytes
(3) Reduces the resolution
(4) None of the above
Ans. (2) Increases the number of bytes

Q.488.In Circuit Switching, resources need to be reserve during the
(1) data transfer phase. (2) teardown phase.
(3) setup phase. (4) propagation phase.
Ans. (3) setup phase.

Q.489.Circuit Switched Networks are used in
(1) cellular network. (2) satellite network.
(3) cable network. (4) telephone network.
Ans. (4) telephone network.

Q.490.Term that perfo ms physical and data lin functions of packets vitch is called
(1) input port. (2) output port.
(3) routing processor. (4) switching fabric.
Ans. (1) input port.

Q.491.Circuit-Switched Networks are not as efficient a other two types of networks because resources ar unavailable to
(1) other connections. (2) same connections.
(3) other switches. (4) other networks.
Ans. (1) other connections.

Q.492. _____is basically a form of pictoria presentation.
(1) Photography (2) Animations
(3) Drawing (4) Creativity
Ans. (2) Animations

Q.493.Multiplane camera was introduced by Walt Disney.
(1) True (2) False
Ans. (1) True

Q.494.It refers to simulated motion pictures showin movement of drawn objects.
(1) Motion (2) Animation
(3) VR (4) SMD
Ans. (2) Animation

Q.495.A _____ (invented by Paul Roget in 1828) is simple mechanical toy which creates the illusion o movement.
(1) Binocular (2) Zoetrope
(3) Thaumatrope (4) BOOM
Ans. (3) Thaumatrope

Q.496.A device produces an illusion of movement from a rapid succession of static pictures.
(1) Zoetrope (2) Thaumatrope
(3) Phenakistoscope (4) HMD
Ans. (1) Zoetrope

Q.497.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.
(1) Multiplane camera (2) VR
(3) Thaumatrope (4) Phenakistoscope
Ans. (1) Multiplane camera

Q.498.He made the first animated film in 1906.
(1) Walt Disney (2) J. Stuart Blackton
(3) William Horner (4) J.A. Ferdinand Plateau
Ans. (2) J. Stuart Blackton

Q.499.Name of the first animation film.
(1) Humorous Phases of Funny Faces
(2) Tom and Jerry
(3) Mickey Mouse
(4) How i learnt animations
Ans. (1) Humorous Phases of Funny Faces

Q.500. _____ animation is used to animate things that are smaller than life size.
(1) Immersive (2) Claymotion
(3) Stop motion (4) Augmented
Ans. (3) Stop motion

Q.501.The father of animation?
(1) Walt Disney (2) J. Stuart Blackton
(3) William Horner (4) J.A. Ferdinand Plateau
Ans. (2) J. Stuart Blackton

○○○

(4) None of the above

Ans. (1) Anything associated with Internet

Q.536.Intranet

(1) Computer Network within an Organisation
(2) Wide area Network
(3) Portal
(4) None of the above

Ans. (1) Computer Network within an Organisation

Q.537.A media presentation over Internet

(1) Webcasting (2) Video Conference
(3) Live television broadcast (4) Offline presentation

Ans. (1) Webcasting

Q.538.Which file format contain photorealistic images

(1) JPG (2) CDR (3) EPS (4) DWG

Ans. (1) JPG

Q.539.File format is vector based

(1) JPEG (2) TIFF (3) PSD (4) DWG

Ans. (4) DWG

Q.540.Which file format is for Photoshop

(1) JPEG (2) PSD (3) ODT (4) DOC

Ans. (2) PSD

Q.541.What is the ideal resolution of an image for web

(1) 72 dpi (2) 300 dpi (3) 100 dpi (4) 250 dpi

Ans. (1) 72 dpi

Q.542.Advantages of Icon based authoring Tool

(1) Complex interaction and layering of multimedi products.
(2) For simple linear presentation
(3) Video presentation made easy
(4) None of the above

Ans. (1) Complex interaction and layering of multimedi products.

Q.543.Cross platform Authoring tools

(1) For compatibility (2) For High resolution
(3) For Multi language (4) For different countries

Ans. (1) For compatibility

Q.544.Image file formats

(1) PMD (2) GIF (3) MIDI (4) DTP

Ans. (2) GIF

Q.545.JPEG

(1) Image compression (2) Image Editor
(3) Audio format (4) Video editor

Ans. (2) Image compression

Q.546.TIFF

(1) Image file formats (2) Audio file format
(3) Video File format (4) None of the above

Ans. (1) Image file formats

Q.547.Bitmap images are made of

(1) Picture (2) Pixels
(3) Lines and curves (4) None of the above

Ans. (3) Lines and curves

Q.548.An image editing software.

(1) PageMaker (2) MS-Word
(3) Photoshop (4) All of the above

Ans. (3) Photoshop

Q.549.Photoshop file extension is

(1) .psd (2) .pdb (3) .cdr (4) .gif

Ans. (1) .psd

Q.600. ———— tool is used to scroll the zoom in pages.

(1) Zoom tool (2) Notes tool
(3) Hand tool (4) none of the above

Ans. (3) Hand tool

Q.601.A tool for universal document exchange

(1) PageMaker (2) CorelDraw
(3) Adobe Acrobat (4) none of above

Ans. (3) Adobe Acrobat

Q.602.Compression

(1) Reduces the picture clarity for storage
(2) Reduces the number of bytes required to store
(3) Reduces the resolution
(4) None of the above

Ans. (2) Reduces the number of bytes required to store

Q.603.Tool used to increase or decrease the magnification of an image

(1) Hand tool (2) gradient tool
(3) lasso tool (4) zoom tool

Ans. (4) zoom tool

Q.604.RGB Stands for

(1) Raster, Gray, Black (2) Red, Green, Blue
(3) Black and White (4) none of the above

Ans. (2) Red, Green, Blue

Q.605.Bitmap images are made of

(1) Picture (2) Pixels
(3) Lines and curves (4) None of the above

Ans. (3) Lines and curves

Q.606.The tool which works like a real life paint b and allows drawing smooth strokes of colour.

(1) Paint brush (2) Airbrush
(3) History brush (4) all of the above

Ans. (2) Airbrush

Q.607.A multimedia authoring software.

(1) PageMaker (2) Director
(3) Excel (4) none of above

Ans. (2) Director

Q.608.Use of Buttons

(1) navigates an image or text (2) Symbols of a to
(3) A decoration for pages (4) None of the abo

Ans. (1) navigates an image or text

Q.609.Interactive controlled structure

(1) Navigation Controlled by the code
(2) Navigation Controlled by the user
(3) Navigation Controlled by timer
(4) None of the above

Ans. (2) Navigation Controlled by the user

Q.610.Audio

(1) BMP (2) GIF (3) MIDI (4) PSD

Ans. (3) MIDI

Q.611.GUI

(1) Graphical User Interface (2) Graphics Institution
(3) Graphical units of India (4) General User Interface

Ans. (1) Graphical User Interface

QQQ