1. The graphics can be
a. Drawing b. Photograph, movies c. Simulation **d. All of these**

2. Computer graphics was first used by
a. William fetter in 1960
b. James fetter in 1969
c. James gosling in 1991
d. John Taylor in 1980

3. The component of interactive computer graphics are
a. A light pen b. Display unit c. Bank of switches **d. All of these**

4. Personal computer become powerful during the late
a. 1960 **b. 1970** c. 1980 d. 1950

5. Three dimensional computer graphics become effective in the late
a. 1960 **b. 1980** c. 1970 d. 1950

6. Which environment has been one of the most accepted tools for computer graphics in business and graphics design studios
a. graphics **b. Macintosh** c. quake d. multimedia

7. Graphics is one of the_____ major key element in design of multimedia application
a. Five b. Three c. Four d. Eight

8. Three dimensional graphics become popular in games designing , multimedia and animation during the late
a. 1960 b. 1970 c. 1980 **d. 1990**

9. The quake, one of the first fully 3D games was released in year
a. 1996 b. 1976 c. 1986 d. 1999

10. Types of computer graphics are
a. Vector and raster b. Scalar and raster c. Vector and scalar d. None of these

11. Vector graphics is composed of
a. Pixels **b. Paths** c. Palette d. None of these

12. Raster graphics are composed of
a. Pixels b. Paths c. Palette d. None of these

13. Raster images are more commonly called
a. Pix map **b. bitmap** c. both a & b d. none of these

14. Pixel can be arranged in a regular
a. One dimensional grid **b. Two dimensional grid** c. Three dimensional grid d. None of these

15. The brightness of each pixel is
a. Compatible **b. Incompatible** c. Both a & b d. None of these

16. Each pixel has _____basic color components
a. Two or three b. One or two **c. Three or four** d. None of these

17. The quantity of an image depend on
a. No. of pixel used by image
b. No. of line used by image
c. No. of resolution used by image
d. None

18. Higher the number 0f pixels, _____ the image quality
a. Bad **b. Better** c. Smaller d. None of above

19. A palette can be defined as a finite set of colors for managing the
a. Analog images **b. Digital images** c. Both a & b d. None of these

20. Display card are
a. VGA b. EGA **c. Both a & b** d. None of above

21. Display card is used for the purpose of
a. Sending graphics data to input unit
b. Sending graphics data to output unit
c. Receiving graphics data from output unit
d. None of these

22. Several graphics image file formats that are used by most of graphics system are
a. GIF b. JPEG c. TIFF **d. All of these**

23. The GIF format is much _____to be downloaded or uploaded over the www
a. Slower **b. Faster** c. Medium d. None of these

24. Once a file is saved in JPEG format, some data is lost
a. Temporarily **b. Permanently** c. Both a & b d. None

25. EPS image file format is used for
a. Vector graphics b. Bitmap **c. Both a & b** d. None of these

26. TIFF (tagged image file format) are used for
a. Vector graphics **b. Bitmap** c. Both a & b d. None of these

27. EPS means
a. Entire post script b. Entire post scale **c. Encapsulated post script** d. None of these

28. The additive color models use the concept of
a. Printing ink **b. Light to display color** c. Printing line d. None of these

29. The subtractive color model use the concept of
a. Printing ink b. Light to display color c. Printing line d. None of these

30. Color apparent in additive model are the result of
a. Reflected light **b. Transmission of light** c. Flow of light d. None of these

31. Color apparent in subtractive model are the result of
a. Amount of Reflected light b. Transmission of light c. Flow of light d. None of these

32. Two dimensional color model are
a. RGB and CMKY b. RBG and CYMK **c. RGB and CMYK** d. None

33. RGB model are used for
a. Computer display b. Printing c. Painting d. None of these

34. CMYK model are used for
a. Computer display **b. Printing** c. Painting d. None of these

35. The intersection of three primary RGB color produces
a. White color b. Black color c. Magenta color d. Blue color

36. The intersection of primary CMYK color produces
a. White color **b. Black color** c. Cyan color d. Magenta color

37. The RGB model display a much _____ percentage of the visible band as compared to CMYK
a. Lesser **b. Larger** c. Medium d. None of these

38. Color depth can be defined by _____ which can be displayed on a display unit
a. Bits per pixel b. Bytes per pixel c. Megabyte per pixel d. None of these

39. Each bit represent
a. One color **b. Two color** c. Three color d. None

40. RGB true color model has _____ color depth
a. 24bit b. 32bit c. 64bit d. None

41. CMYK true color model has _____ color depth
a. 24bit **b. 32bit** c. 64bit d. None

42. Grey scale images have a maximum color depth of
a. 8bit b. 16bit c. 24bit d. 32bit

43. Graphics with limited features is known as
a. Active graphics **b. Passive graphics** c. Grayscale image d. None of these

44. Computer of present time have much higher memory and _____ storage capacity
a. Much smaller **b. Much bigger** c. Much slower d. None

45. CRT means
a. Common ray tube **b. Cathode ray tube** c. Common ray tube d. None

46. Refresh CRT consist of
a. Glass wrapper b. The phosphor viewing surface c. The electron gun assembly **d. All of above**

47. The amount of time the phosphor produce light or shine is controlled by chemical composition of the phosphor. This is known as
a. Persistence b. Resistance c. Generators d. None

48. The electron beam in a color picture tube is refreshed_____ times in a second to make video realistic
a. 15 times **b. 25 times** c. 35 times d. 45 times

49. DUST means
a. Direct view storage tube b. Domain view storage tube c. Direct view store tube d. None

50. DUST is rarely used today as part of
a. Input device b. Output device **c. Display systems** d. None

51. In DUST, is there refresh buffer?
a. Yes **b. No** c. Both d. None

52. The electron beam in DUST is designed to draw directly to
a. Phosphor **b. Storage mesh** c. Glass d. None

53. The second grid in DUST is called
a. Phosphor b. Storage mesh **c. Collector** d. None

54. To increase the energy of these slow moving electron and create a bright picture in DUST, the screen is maintained at a
a. Low positive potential b. High negative potential **c. High positive potential** d. None

55. A major disadvantage of DUST in interactive computer graphics is
a. Ability to selectively erase part of an image
b. Inability to selectively erase part of image from screen
c. Inability to produce bright picture
d. None

56. Interactive graphics is useful in
a. Training pilots b. Computer aided design c. Process control **d. All of these**

57. The origin of computer graphics was developed in
a. 1950 b. 1960 c. 1970 d. 1990

58. The term business graphics came into use in late
a. 1950 b. 1960 **c. 1970** d. 1990

59. Computer graphics is used in many DTP software as
a. Photoshop b. Paint brush **c. Both a & b** d. None of these

60. Any CRT based display must be refreshing at least_____ times a second
a. 20 **b. 30** c. 40 d. 10

61. The standardization is needed
a. To make application programs more portable
b. To increase their utility
c. To allow them to use in different application environment
d. All of these

62. GKS stands for
a. Graphics kernel system b. Graphics kernel stands c. Generic kernel system d. None of these

63. GKS was developed by the
a. International standards organization
b. National standard organization
c. Both a & b
d. None of these

64. The resolution of raster scan display is
a. Low b. High c. Medium d. None

65. Random scan systems are designed for
a. Line drawing application b. Pixel drawing application c. Color drawing application d. None of these

66. Solid pattern in random scan display is ____ to fill
a. Difficult b. Easy c. Not fill d. None of these

67. Raster scan is _____ expensive than random scan
a. More **b. Less** c. Both a & b d. None

68. Two basic technique for producing color display with a CRT are
a. Shadow mask and random scan
b. Beam penetration method and shadow mask method
c. Random scan and raster scan
d. None of above

69. In beam penetration method of color CRT, two layer of phosphor coated are
a. Red and blue **b. Red and green** c. Blue and green d. None of these

70. In beam penetration method of color CRT, which layer is red and which is green
a. Outer is red and inner is green

b. Inner is red and outer is green
c. Inner is red and inner is green
d. None

71. A shadow mask CRT has _____ phosphor color dots at each pixel position
a. 1 b. 2 **c. 3** d. None of these

72. Which color is produced with the green and red dots only
a. Blue **b. Yellow** c. Magenta d. White

73. Which color s produced with the blue and red dots
a. Blue b. Yellow **c. Magenta** d. White

74. Cyan color is produced when the blue and green are activated
a. Equally b. Unequally c. Both a & b d. None

75. Which technique of color CRT is used for production of realistic image
a. Shadow mask method
b. Beam penetration method
c. Both a & b
d. None of these

76. In which method of CRT, convergence problem occur
a. Beam penetration method **b. Shadow mask method** c. Both a & b d. None of these

77. Beam penetration method is used in
a. Random scan system b. Raster scan system c. Both a & b d. None of these

78. Shadow mask method is used in
a. Random scan system **b. Raster scan system** c. Both a & b d. None of these

79. Graphics data is computed by processor in form of
a. Electrical signals b. Analog signals c. Digital signals d. None of these

80. An example of impact device is
a. Electrostatic printer b. Inkjet printer **c. Line printer** d. Laser printer

81. To generate the characters, which are required?
a. Hardware b. Software **c. Both a & b** d. None of these

82. The method which uses array of dots for generating a character is called
a. Stoke method **b. Bitmap method** c. Star bust method d. None of these

83. The hardware devices contain
a. Color printer / black white printer b. Plotters **c. Both a & b** d. None

84. An example of black and white laser printer is
a. HP 4000 b. QMS c. Both a & b d. None

85. An example of color printer is
a. HP 4000 **b. QMS** c. Both a & b d. None

86. Non impact use various techniques to combine three color pigment _____ to produce a range of color patterns
a. Cyan, magenta and yellow
b. Cyan, white and black
c. Cyan, white and yellow
d. Black, magenta and yellow

87. Printers produce output by either
a. Impact method b. Non impact method **c. Both a & b** d. None of these

88. What is name of temporary memory where the graphics data is stored to be displayed on screen?
a. RAM b. ROM **c. Frame buffer** d. None

89. The division of the computer screen into rows and columns that define the no. of pixels to display a picture is called
a. Persistence **b. Resolution** c. Encapsulated post script d. None

90. LCD means
a. Liquid crystal displays b. Liquid crystal data c. Liquid chrome data d. None

91. LCD are commonly used in
a. Calculators b. Portable c. Laptop computers **d. All of these**

92. LCD is an _____ device
a. Emissive **b. Non emissive** c. Gas discharge d. None of these

93. Plasma panel is an __ device
a. Emissive b. Non emissive c. Expensive d. None

94. Plasma device converts
a. Electrical energy into light
b. Light into electrical energy
c. Light into graphical energy
d. None of these

95. Plasma panel have_____ resolution
a. High b. Good **c. Both a & b** d. Low

96. Plasma panel are also called
a. Liquid crystal display **b. Gas discharge display** c. Non emissive display d. None of these

97. The basic graphical interactions are
a. Pointing b. Positioning **c. Both a & b** d. None

98. GUI means

a. Graphical user interface b. Graphical user interaction c. Graphics uniform interaction d. None

99. Which one is the basic input device in GUI
a. Mouse b. Graphics tablet c. Voice system d. Touch panel

100. Pen or inkjet plotters use the following devices
a. Drum b. Flat bed **c. Both a & b** d. None of these

101. A technique by which the vertical and /or horizontal scan frequency of video signal can be changed for different purpose and applications is called
a. Scan conversion b. Polygon filling c. Two dimensional graphics d. Anti aliasing

102. The method which perform the scan conversion by using large number of delay cells are called
a. Analogue method b. Digital method c. Complex method d. None of these

103. Digital method is also known as
a. Normal method **b. Buffered method** c. Real time method d. None of these

104. Analogue method is also known as
a. Normal method b. Buffered method **c. Real time or memory less method** d. None of these

105. Digital method allows a picture to be stored in line or frame buffer with
a. Same speed **b. Different speed** c. Both a & b d. None of these

106. A pixel may be defined as
a. Smallest size object b. Larger size object c. Medium size object d. None of these

107. A position in plane known as
a. Line **b. Point** c. Graphics d. None of these

108. A line can be represented by
a. One point **b. Two points** c. Three points d. Four points

109. The process of coloring the area of a polygon is called
a. Polygon filling b. Polygon flow c. Aliasing d. None of these

110. How many types of polygon filling
a. Two b. One **c. Three** d. Four

111. The algorithm used for filling the interior of a polygon is called
a. Flood fill algorithm
b. Boundary fill algorithm
c. Scan line polygon fill algorithm
d. None of these

112. The function of scan line polygon fill algorithm is

a. Find intersection point of the boundary of polygon and scan line
b. Find intersection point of the boundary of polygon and point
c. Both a & b
d. None of these

113. If the pixel is already filled with desired color then leaves it otherwise fills it. This is called
a. Flood fill algorithm **b. Boundary fill algorithm** c. Scan line polygon filling algorithm d. None of these

114. A vector can be defined as
a. Intersection b/w two point position
b. Difference b/w two point position
c. Comparison b/w two point position
d. None of these

115. Bresanham circle algorithm uses the approach of
a. Midpoint b. Point c. Line d. None of these

116. The side effect of scan conversion are
a. Aliasing b. Anti aliasing c. Both a & b d. None of these

117. The process of reducing aliasing is called
a. Resolution **b. Anti aliasing** c. Sampling d. None of these

118. Two basic technique for anti aliasing in ray tracing algorithm are
a. Pixel sampling and super sampling
b. Adaptive sampling and super sampling
c. Pixel sampling and super sampling
d. None of these

119. The problem of aliasing are
a. Staircase b. Unequal brightness c. Picket fence problem **d. All of these**

120. The technique to minimizing aliasing are
a. Increased no of resolution b. Modify pixel intensities c. Super sampling **d. All of these**

121. Lower persistence phosphorus is used in
a. Animation b. Simple object c. Complex object d. All of these

122. Lower persistence phosphorus needs_____ refresh rate
a. Lower **b. Higher** c. Medium d. None of these

123. Higher persistence phosphorus needs _____ refresh rate
a. Lower b. Higher c. Medium d. None of these

124. Higher persistence phosphorus is used in
a. Animation b. Simple object **c. Higher complex object** d. All of these

125. Phosphorus are of various types depending on
a. color b. persistence **c. both a & b** d. none of these

126. Pixels are:
a. dots of ink from an inkjet printer.
b. dots on the screen arranged in rows.
c. points of light used by a cordless, wireless, optical mouse.
d. points on the end of PDA handheld devices.

127. Pixels are primarily controlled by the:
a. user. b. hardware. **c. software.** d. operating system.

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a. user. b. hardware. **c. software.** d. operating system.

130. Software that allows a user to paint pixels on the screen using a pointing device is known as:
a. painting software. b. palette software. c. bitmapped software. d. raster graphics software.

131. Simple pictures or maps are created by:
a. bitmapped graphics programs.
b. painting programs.
c. vector graphics programs.
d. resolution programs.

132. A bit can contain one of two possible values,:
a. 0 or 1. b. 8 or 16. c. 1 or 2. d. A or B.

133. When a program assigns 8 bits to a pixel, that pixel can display one of up to _____ colors.
a. 32 b. 64 **c. 256** d. 1,024

134. The density of pixels on a screen is known as:
a. resolution. b. pixility. c. pixel depth d. screen clarity.

135. A digital photograph is a:
a. resolution graphic. b. raster graphic. **c. bitmapped image.** d. raster image.

136. Programs such as Apple iPhoto and Microsoft PictureIt! are examples of:
a. photo database software.b. resolution software.

c. photo management software.
d. gray-scale graphics software.

137. Bitmapped files are usually:
a. small in size.
b. large in size.
c. zipped for convenience.
d. very fast to attach and transfer through the Internet.

138. Software that stores lines and shapes rather than individual pixels is known as:
a. vector graphics software.
b. raster graphics software.
c. photo database software.
d. resolution software.

139. _____ is built into many high-end output devices.
a. Subscript b. A font cartridge c. A pixel selection **d. PostScript**

140. Previously drawn images that artists can legally use in their own work are known as:
a. copyart. **b. clip art.** c. free art. d. shareware.

141. Software that can create art that a designer can rotate, view from a variety of angles, and take two-dimensional "snapshots" of the best views is known as:
a. 3-D modeling software.
b. photo database software.
c. photo management software.
d. gray-scale graphics software.

141. CAD software is primarily used in:
a. engineering. b. software development. c. desktop publishing. d. accounting.

142. CAD stands for:
a. computer-assisted design. b. computer application design. c. computer application and design.
d. computer-aided design.

143. CAM stands for:
a. computer-assisted manufacturing.
b. computer application and manifestation.
c. computer-aided manufacturing.
d. computer application and marketing.

143. PowerPoint is an example of:
a. presentation graphics software.
b. raster graphics software.
c. photo management software.
d. gray-scale graphics software.

144. The creation of a presentation of slides is done in:

a. desktop publishing software.
b. raster graphics software.
c. presentation graphics software.
d. gray-scale graphics software.

145. The free add-on program to PowerPoint that makes it possible to publish video presentations to the Web is called:
a. Micromedia Flash. **b. Producer.** c. FrontPage. d. Director MX.

146. Programs such as PowerPoint are also known as:
a. multimedia Web design tools.
b. vector graphics programs.
c. Web design tools.
d. multimedia-presentation tools.

147. The creation of motion from still pictures is called:
a. a presentation. b. 3-D modeling. c. transition. **d. animation.**

148. Many bitmapped images in a sequence is known as:
a. GIF animation. b. JPG animation. c. TIF animation. d. tweening.

149. Usually, _____ video is transferred through FireWire.
a. analog **b. digital** c. bit-mapped d. digitized

150. When something is displayed at the same time as it is created, accessed, or imported, it is known as:
a. digital time. **b. real time.** c. online time. d. batch time.

151. A video project usually starts with an outline and a _____ that describes the action.
a. story edit b. flow chart **c. storyboard** d. line chart

152. Adobe Premiere, Apple iMovie, and Microsoft Windows Movie Maker 2 are examples of:
a. video editing software. b. presentation software. c. graphics software.
d. digital camera software.

153. What is the process that condenses files to be stored in less space and therefore, sent faster over the Internet?
a. Data condensation **b. Data compression** c. Zipping d. Defragmentation

153. Before files that have been condensed can be opened and used, they must be:
a. decompressed. b. zipped. c. decondensed. d. deframented.

154. When sound is digitally recorded, it is said to be:
a. rerecorded. b. animated. c. analoged. d. digitized.

154. The process of copying files to a CD is known as:
a. burning. b. copying. c. storing. d. pasting.

155. All EXCEPT _____ can squeeze music files to a fraction of their original size.

a. AAC b. MP3 c. WMA **d. P2P**

156. Music that plays on a computer, such as a radio station, but is never downloaded is known as:
a. P2P. **b. streaming.** c. MP3. d. real time.

157. A standard interface that is used to send commands to instruments and sound sources is:
a. downloading. b. RealAudio. **c. MIDI.** d. AAC.

158. Historically, the term "hypertext" was used when textual information was linked in _____ ways.
a. sequential b. real time **c. nonsequential** d. linear

159. When a document or media is to be accessed and read from beginning to end, it is known as:
a. sequential. b. real time. d. nonsequential. d. linear.

160. The term _____ generally means using some combination of text, graphics, animation, video, music, voice, and sound effects to communicate.
a. MIDI b. hyperlinking c. WYSIWYG **d. multimedia**

161. Computer-generated worlds that created the illusion of immersion are known as:
a. virtual worlds. b. hypermedia. c. hyperlinks. d. real time.

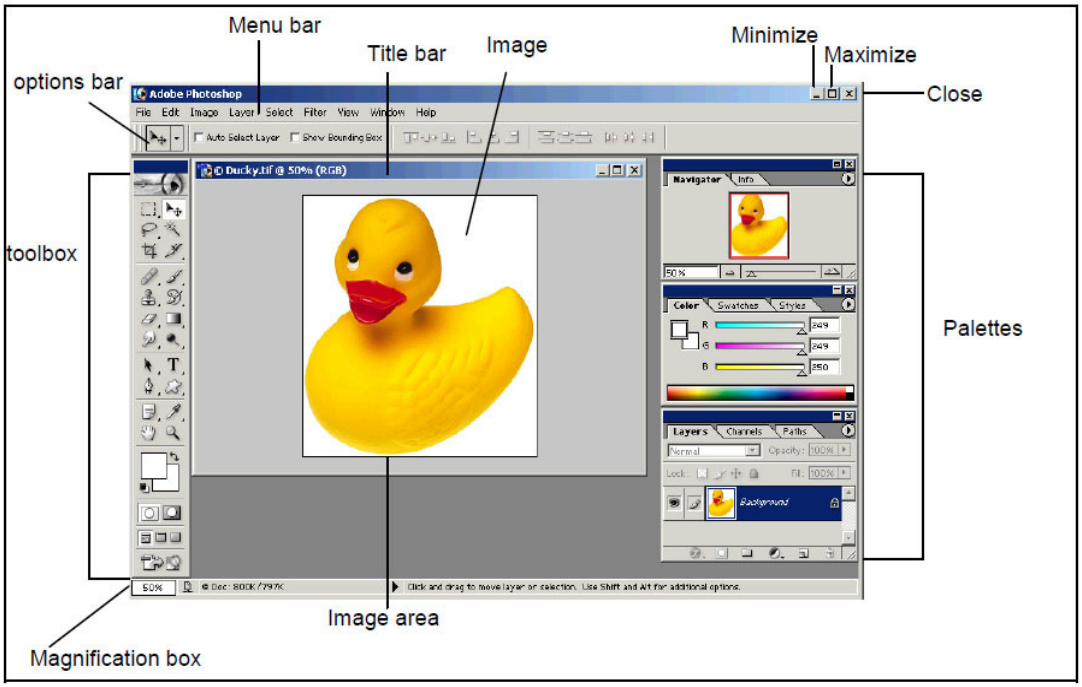
162. _____ combines virtual worlds with networking, placing multiple participants in a virtual space.
a. Virtual reality b. Hypermedia c. Hyper reality d. Real time

163. A musical composition is typically made up of numerous:
a. sectors. **b. tracks.** c. files.d. directories.

164. MIDI stands for:
a. Musical Instruction and Digitized Instruments.
b. Musical Instrument Digital Interface.
c. Music and Instruments Digitized Instantly.
d. Musical Interface Digitally Integrated.

165. Guidelines for creating a well-done presentation include all except:
a. maintain a consistent appearance.
b. keep it simple
c. make it lively.
d. use a large variety and quantity of sounds, animation, and bells and whistles.

ooOOoo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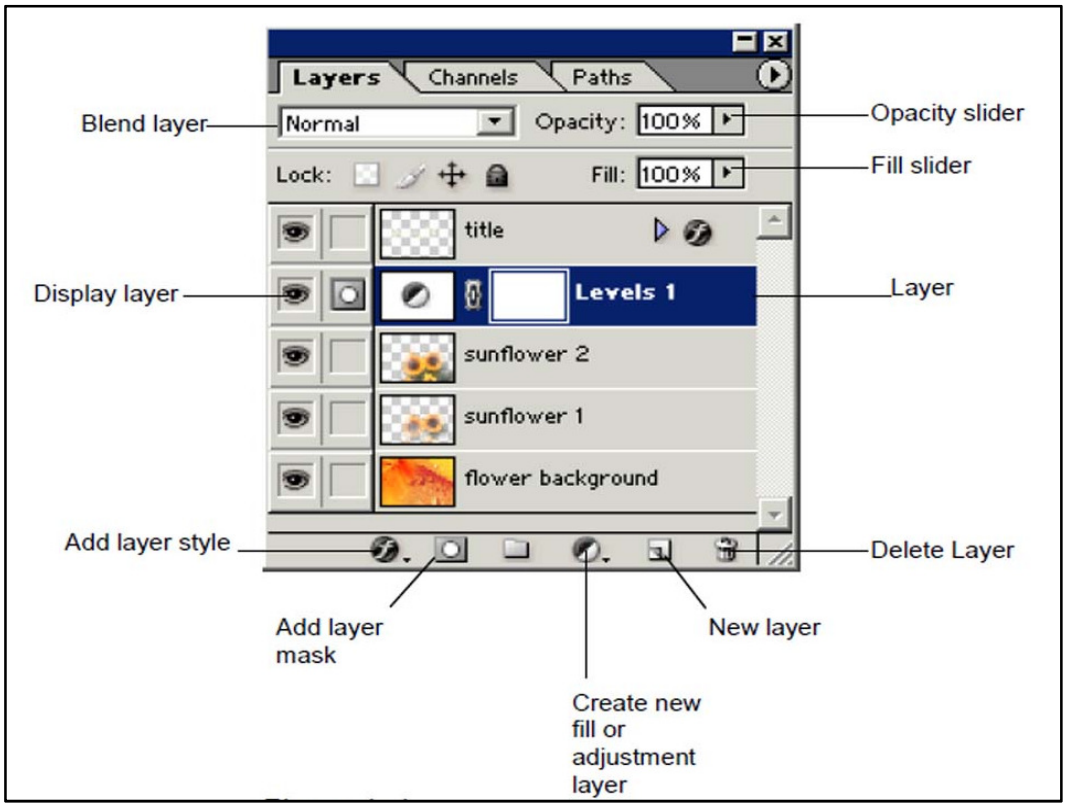
Title bar
Image
Minimize
Maximize
Close
options bar
toolbox
Palettes
Image area
Magnification box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Paths
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Opacity slider
Lock:
Fill:
100%
Fill slider
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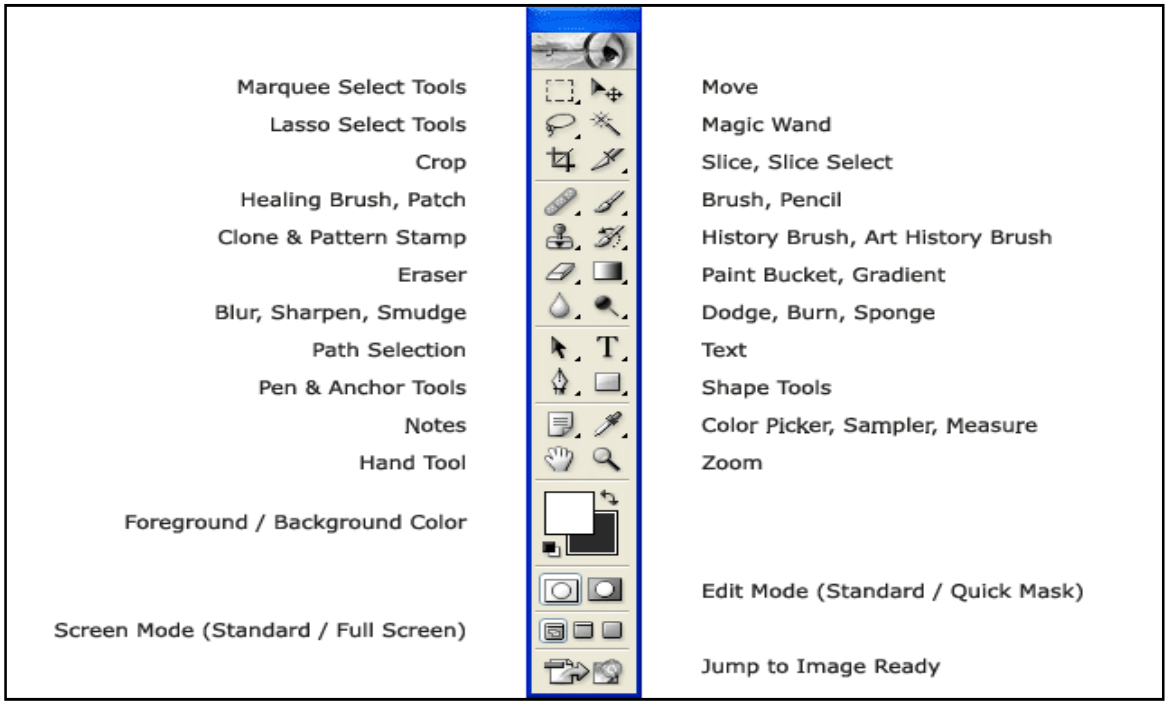
Display layer
Levels 1
Layer
sunflower 2
sunflower 1
flower background
Add layer style
Delete Layer
Add layer mask
New layer
Create new fill or adjustment layer



Toolbox*(Shortcut)*
Marquee tool (M)
Move Tool (V)
Lasso tool (L)
Magic Wand tool (W)
Crop tool (C)
Slice tool (K)
Healing Brush, spot healing, patch tool (J)
Brush/Pencil tool (B)
Clone Stamp tool (S)
History / Art History brush tool (Y)
Eraser/Background Eraser/Magic Eraser tool (E)
Gradient/Paint Bucket tool (G)
Blur/Sharpen/Smudge tool (R)
Dodge/Burn/Sponge tool (O)
Path selection tool (A)
Horizontal Type tool (T)
Pen tool (P)
Line/shape tool (U)
Notes tool (N)
Eyedropper and color sampler/measure and count tool (I)
Hand tool (H)
Zoom tool (Z)
Forground/Background colors (X)
Edit in Standard Mode (Q)