

# Online Examinations (Even Sem/Part-I/Part-II Examinations 2020 - 2021)

Course Name - –Computer Graphics

Course Code - BCS602

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Answer all the questions. Each question carry one mark.

9. 1. The painter algorithm were developed on

*Mark only one oval.*

- 1972 by Newell
- 1972 by Evans
- 1974 by Cat mull
- None of these

10. 2. On raster system, lines are plotted with

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- Lines
- Dots
- Pixels
- None of these

11. 3. In Bresenham's line algorithm, if the distances  $d_1 < d_2$  then decision parameter  $P_k$  is \_\_\_\_\_

*Mark only one oval.*

- Positive
- Equal
- Negative
- None of these

12. 4. A two dimensional rotation is applied to an object by

*Mark only one oval.*

- Repositioning it along with straight line path
- Repositioning it along with circular path
- Any of these
- None of these

13. 5. The value of it lies between

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- 1 and 2
- 1 and 10
- 0 and 1
- 0 and 3

14. 6. The scan line coherence algorithm was developed by

*Mark only one oval.*

- Wylie
- Evans
- Cat mull
- Both Wylie & Evans

15. 7. Trackball is

*Mark only one oval.*

- Two-dimensional positioning device
- Three- dimensional positioning device
- Pointing device
- None of these

16. 8. Expansion of line DDA algorithm is

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- Digital difference analyzer
- Direct differential analyzer
- Digital differential analyzer
- Data differential analyzer

17. 9. The two-dimensional translation equation in the matrix form is

*Mark only one oval.*

- $P' = P + T$
- $P' = P - T$
- $P' = P * T$
- $P' = p$
- none of these

18. 10. The types of sp line curve are

*Mark only one oval.*

- Open sp line
- Closed sp line
- Both Open sp line & Closed sp line
- None of these

19. 11. In which year Z- buffer algorithm are described

*Mark only one oval.*

1995

1974

1945

1981

20. 12. Which type of quad tree can be defined as an adaptation of a binary tree represented two dimensional point data

*Mark only one oval.*

Point quad tree

Edge quad tree

Curves quad tree

Areas quad tree

21. 13. Raster objects can also be anti-aliased by shifting the display location of pixel areas is known as

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Super-sampling

Pixel shaping

Pixel phasing

Any of these



22. 14. We translate a two-dimensional point by adding

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- Translation distances
- Translation difference
- X and Y
- None of these

23. 15. The removal of hidden surfaces process is called as \_\_\_\_\_

*Mark only one oval.*

- clipping
- copying
- culling
- shorting

24. 16. An ex of online animation tools are

*Mark only one oval.*

- Macromedia flash
- GIF works
- Both Macromedia flash & GIF works
- None of these

25. 17. 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 \_\_\_\_\_

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- Roaming
- Panning
- Zooming
- Tiling

26. 18. If we want to use more intensity levels to anti-alias the line, then

*Mark only one oval.*

- We increase the number of sampling positions
- We decrease the number of sampling positions
- We increase the number of pixels
- None of these

27. 19. Area-sampling is also known as

*Mark only one oval.*

- Pre-filtering
- Pixel phasing
- Post-filtering
- Anti-aliasing

28. 20. The method which is based on the principle of checking the visibility point at each pixel position on the projection plane are called

*Mark only one oval.*

- Object-space method
- image-space method
- Both Object-space method & image-space method
- None of these

29. 21. The animation can be defined as a collection of images played in

*Mark only one oval.*

- Not sequence
- Defined sequence
- Both Not sequence & Defined sequence
- None of these

30. 22. With 3 bits per pixel, we can accommodate 8 gray levels. If we use 8 bits per pixel then what is the value of gray levels?

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- 18 gray levels
- 128 gray levels
- 256 gray levels
- No color

31. 23. An ellipse can also be rotated about its center coordinates by rotating

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- End points
- Major and minor axes
- All of these
- None of these

32. 24. The object space or the space in which the application model is defined is called \_\_\_\_\_

*Mark only one oval.*

- World co-ordinate system
- Screen co -ordinate system
- World window
- Interface window

33. 25. How many types of hidden surface algorithm are

*Mark only one oval.*

- 1
- 2
- 3
- 4

34. 26. The painter algorithm are also called

*Mark only one oval.*

- Depth sort algorithm
- Priority algorithm
- Both Depth sort algorithm & Priority algorithm
- None of these

35. 27. The color options are numerically coded with the following values.

*Mark only one oval.*

- Ranging from 0 through the positive integer
- Ranging from 0 to 1
- Ranging from 0 to -0
- None of these

36. 28. \_\_\_\_\_ is defined as set of points such that the sum of the distances is same for all points.

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- Ellipses
- Lines
- Circles
- None of these

37. 29. The original coordinates of the point in polar coordinates are

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- $X'=r \cos (\Phi +\Theta)$  and  $Y'=r \cos (\Phi +\Theta)$
- $X'=r \cos (\Phi +\Theta)$  and  $Y'=r \sin (\Phi +\Theta)$
- $X'=r \cos (\Phi -\Theta)$  and  $Y'=r \cos (\Phi -\Theta)$
- $X'=r \cos (\Phi +\Theta)$  and  $Y'=r \sin (\Phi -\Theta)$

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

*Mark only one oval.*

- Hidden surface
- Frame buffer
- Quad tree
- None of these

39. 31. The array are used with scan line coherence algorithm are

*Mark only one oval.*

- For intensity value
- For depth value
- Both For intensity value & For depth value
- None of these

40. 32. \_\_\_\_\_ is used for 3D positioning and modeling, animation and other application.

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- Space ball
- Trackball
- Spac ball
- All of these

41. 33. The disadvantage of lineDDA is

*Mark only one oval.*

- Time consuming
- Faster
- Neither Time consuming nor Faster
- None of these

42. 34. \_\_\_\_\_ is a rigid body transformation that moves objects without deformation.

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- Rotation
- Scaling
- Translation
- All of these

43. 35. Cubic sp line are

*Mark only one oval.*

- Simple to copute
- Provides continuity of curves
- Both Simple to copute & Provides continuity of curves
- None of these

44. 36. Z -buffer algorithm are

*Mark only one oval.*

- Simplest algorithm
- Complex algorithm
- Largest algorithm
- None of these

45. 37. Which keys allows user to enter frequently used operations in a single key stroke?

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- Function keys
- Cursor control keys
- Trackball
- Control keys



46. 38. The Cartesian slope-intercept equation for a straight line is

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$y = m.x + b$

$y = b.x + m$

$y = x.x + m$

$y = b + m.m$

47. 39. The translation distances (dx, dy) is called as

*Mark only one oval.*

Translation vector

Shift vector

Both Translation vector and Shift vector

Neither Translation vector nor Shift vector

48. 40. Cohen-Sutherland clipping is the example of which of them?

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polygon clipping

text clipping

line clipping

curve clipping

49. 41. To produce the motion in the image by placing the elements of the image on different location ,which software are used

*Mark only one oval.*

- Macromedia flash
- GIF works
- Both Macromedia flash & GIF works
- None of these

50. 42. To avoid losing information from periodic objects we need

*Mark only one oval.*

- Sampling frequency twice
- Nyquist sampling frequency
- Both Sampling frequency twice or Nyquist sampling frequency
- Neither Sampling frequency twice nor Nyquist sampling frequency

51. 43. The procedure that increases the number of intensity levels for each pixel to total number of sub-pixels is

*Mark only one oval.*

- Area-sampling
- Anti-aliasing
- Super-sampling procedure
- None of these

52. 44. If the boundary is specified in a single color, and if the algorithm proceeds pixel by pixel until the boundary color is encountered is called

*Mark only one oval.*

- Scan-line fill algorithm
- Boundary-fill algorithm
- Flood-fill algorithm
- Parallel curve algorithm

53. 45. The types of hidden surface removal algorithm are

*Mark only one oval.*

- Depth comparison, Z-buffer, back-face removal
- Scan line algorithm, priority algorithm
- BSP method, area subdivision method
- All of these

54. 46. When sound is included in the animation, it become

*Mark only one oval.*

- Audio
- Video
- Both Audio & Video
- None of these

55. 47. A bitmap is collection of \_\_\_\_\_ that describes an image.

*Mark only one oval.*

- bits
- colors
- algorithms
- pixels

56. 48. The distortion of information due to low-frequency sampling is known as

*Mark only one oval.*

- Sampling
- Aliasing
- Inquiry function
- Anti-aliasing

57. 49. What is the name of the space in which the image is displayed?

*Mark only one oval.*

- World co- ordinate system
- Screen co-ordinate system
- World window
- Interface window

58. 50. The algorithm of hidden surface are

*Mark only one oval.*

- Object-space method
- image-space method
- Both Object-space method & image-space method
- None of these

59. 51. The painter algorithm are based on the property of

*Mark only one oval.*

- Polygon
- Frame buffer
- Depth buffer
- None of these

60. 52. In color raster system, the number of color choices available depends on

*Mark only one oval.*

- colors in frame buffer
- Amount of storage provided per pixel in frame buffer
- RGB color
- Neither colors in frame buffer nor Amount of storage provided per pixel in frame buffer

61. 53. Which of the following is a video editing tool that produces an animated text which can be inserted into video streams?

*Mark only one oval.*

- Character generator
- Title generator
- Video generator
- Animation generator

62. 54. \_\_\_\_\_ is the rigid body transformation that moves object without deformation.

*Mark only one oval.*

- Translation.
- Scaling
- Rotation
- Shearing

63. 55. The problem of hidden surface are

*Mark only one oval.*

- Removal of hidden surface
- Identification of hidden surface
- Both Removal of hidden surface & Identification of hidden surface
- None of these

64. 56. Scan lines are used to scan from

*Mark only one oval.*

- Top to bottom
- Bottom to top
- Both Top to bottom & Bottom to top
- None of these

65. 57. Which is the device that is constructed with the series of sensors that detects hand and finger motion?

*Mark only one oval.*

- Digitizers
- Data glove
- Joystick
- Track ball

66. 58. An accurate and efficient raster line-generating algorithm is

*Mark only one oval.*

- DDA algorithm
- Mid-point algorithm
- Parallel line algorithm
- Bresenham's line algorithm

67. 59. Polygons are translated by adding \_\_\_\_\_ to the coordinate position of each vertex and the current attribute setting.

*Mark only one oval.*

- Straight line path
- Translation vector
- Differences
- None of these

68. 60. The parametric form of 3D sp line are

*Mark only one oval.*

- $X=f(t),y=g(t),z=h(t)$
- $X=a_0,y=b_0,z=c_0$
- $F(t)=0,g(t)=0,h(t)=0$
- None of these

69. 61. Which is a tree type of data structure in which every internal node has at most four children

*Mark only one oval.*

- Point quad tree
- Edge quad tree
- Quad tree
- None of these



70. 62. The device which is used to position the screen cursor is

*Mark only one oval.*

- Mouse
- Joystick
- Data glove
- Both Mouse and Data glove

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

*Mark only one oval.*

- $x'=x+dx$  and  $y'=y+dx$
- $x'=x+dx$  and  $y'=y+dy$
- $X'=x+dy$  and  $Y'=y+dx$
- $X'=x-dx$  and  $y'=y-dy$

72. 64. \_\_\_\_\_ is a flexible strip that is used to produce smooth curve using a set of point

*Mark only one oval.*

- Sp line
- Scan-line method
- Depth-sorting method
- None of these.

73. 65. Which surface algorithm is based on perspective depth

*Mark only one oval.*

- Depth comparison
- Z-buffer or depth-buffer algorithm
- subdivision method
- back-face removal

74. 66. The name of a visible surface detection algorithm are

*Mark only one oval.*

- Back face detection
- Back face removal
- Ray tracing
- None of these

75. 67. The sampling of object characteristic at a high resolution and displaying the result at a lower resolution is called?

*Mark only one oval.*

- Super-sampling
- Post-filtering
- Anti-aliasing
- None of these

76. 68. A translation is applied to an object by

*Mark only one oval.*

- Repositioning it along with straight line path
- Repositioning it along with circular path
- All of these
- None of these

77. 69. If we want to recolor an area that is not defined within a single color boundary is known as

*Mark only one oval.*

- Boundary -fill algorithm
- Parallel curve algorithm
- Flood-fill algorithm
- None of these

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

*Mark only one oval.*

- JPEG image
- PDF image
- GIF image
- None of these

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