MAHATMA GANDHI UNIVERSITY

SCHOOL OF DISTANCE EDUCATION

(MGU – CBCSS – UG – SDE 2012)

B.Sc Computer Science

Semester VI

Core-25 : Computer Graphics and Multimedia

Multiple Choice Questions.

1. Expansion of CRT is _____.
   A. Cathode Ray Tube.
   B. Computer Related Tube.
   C. Component Related Tools.
   D. Common Reflection Tube.
   ANSWER: A

2. The operations of most _____ is based on the Standard Cathode ray tubes.
   A. scanners.
   B. video monitors.
   C. printers.
   D. card readers.
   ANSWER: B

3. A beam of electrons emitted by an electron gun is also called as _____.
   A. electric rays
   B. magnetic rays.
   C. cathode rays.
   D. infra-red rays.
   ANSWER: C

4. Expansion of DDA is _____.
   A. Device Display Analyzer.
   B. Digital Differential Analyzer.
   C. Digital Device Analyzer
   D. Digital Display Analyzer.
   ANSWER: B

5. Random scan displays are designed to draw all component lines at of a picture _____ times each second.
   A. 20 to 40.
   B. 30 to 60.
   C. 40 to 70.
   D. 20 to 50.
   ANSWER: B

6. In beam penetration method, _____ layers of phosphor are usually used.

A. 1
B. 2
C. 3
D. 4
ANSWER: B

7. In beam penetration method, _____and_____ layers of phosphor are usually used.
A. red and green.
B. blue and green.
C. yellow and green
D. orange and green.
ANSWER: A

8. VDU is a _____ device
A. processing.
B. input.
C. peripheral.
D. hardware.
ANSWER: C

9. The operation of the most video monitors is based on the_____ CRT.
A. static.
B. dynamic.
C. standard.
D. pervasive.
ANSWER: C

10. In cathode ray tube, a beam of electrons is emitted _____.
A. from the base.
B. by a focusing system.
C. by an electron gun.
D. by deflection plates
ANSWER: C

11. The negatively charged electrons inside the CRT are then accelerated towards the_____.
A. phosphor coating
B. electron gun.
C. Base
D. Electron beam object
ANSWER: A

12. The magnetic field produced by each pair of coils results in_____ deflection force.
A. transverse.
B. magnetic.
C. slopping.
D. repulsive.
ANSWER: A

13. A major difference between phosphors is their _____.
A. permanent state.
B. persistence.

C. feebleness.
D. magnetic deflection.
ANSWER: B

14. The diagonal screen dimension of a personal computer system is given as the sizes varying from about _____ inches or more.
A. 12 to 21.
B. 27 to 12.
C. 0 to 27.
D. 4 to 12.
ANSWER: A

15. Picture definition is stored in _____ buffer area in memory.
A. frame.
B. outer.
C. refresh.
D. restore.
ANSWER: A

16. The rate at which the picture is redrawn on the screen is called _____ rate.
A. buffer.
B. refresh.
C. drawn.
D. delete.
ANSWER: B

17. A system with 24 bites per pixel & a screen resolution of 1024 by 1024 requires_____ mega byte of storage for frame buffer
A. 9.
B. 7.
C. 3.
D. 2.
ANSWER: C

18. In a black and white system _____ per pixel is needed to control the intensity of screen positions.
A. 0 bit.
B. 1 bit.
C. 2 bits.
D. 3 bits.
ANSWER: B

19. In a high quality system _____ bits per pixel is needed to control the intensity of screen positions.
A. 8.
B. 12.
C. 16.
D. 24.
ANSWER: D

20. On a black and white system with one bit per pixel, the frame buffer is commonly called as

_____.
A. pixmap.
B. pelmap
C. bitsmap.
D. bitmap.
ANSWER: D

21. For systems with multiple bits per pixel, the frame buffer is commonly called as _____.
A. pixmap.
B. pelmap
C. bitsmap.
D. bitmap
ANSWER: A

22. Refresh rate near to _____ frames per second is an effective technique for avoiding flicker.
A. 60.
B. 45.
C. 30
D. 15.
ANSWER: A

23. Random scan monitors draw a picture _____ at a time.
A. one pixel.
B. two pixel.
C. one line.
D. two line.
ANSWER: C

24. In raster scan system the _____beam is swept across screen.
A. electron.
B. magnetic
C. electro
D. electrothermal
ANSWER: A

25. In raster scan system the electron beam is swept across screen from _____.
A. right to left.
B. top to bottom.
C. bottom to top.
D. side to side.
ANSWER: B

26. A CRT monitor displays color picture by using a combination of phosphor that emits light of _____ color
A. same.
B. different.
C. many.
D. Only one.
ANSWER: B

27. Shadow mask methods are commonly used in raster scan system including _____.

A. monitor.
B. beam penetration method.
C. random scan system.
D. color tv
ANSWER: D

28. In flat panel display the emissive displays are devices that converts electric energy into_____.
A. obscurity
B. stimulating energy.
C. light energy.
D. non emitting energy.
ANSWER: C

29. In liquid crystal display the flat panel device is referred to as a _____LCD.
A. matrix.
B. passive.
C. active.
D. submissive.
ANSWER: B

30. The refresh buffer also called a _____ buffer.
A. frame.
B. element.
C. resolution.
D. bitmap.
ANSWER: A

31. Each screen point is referred to as a _____.
A. point.
B. pixel.
C. position.
D. element.
ANSWER: B

32. Refreshing on raster-scan displays is carried out at the rate of 60 to 80 _____ per second.
A. points.
B. pixels
C. positions
D. frames.
ANSWER: D

33. The raster-scan systems, each frame is displayed in two passes using an_____ procedure.
A. interlaced refresh.
B. refresh.
C. providing.
D. vector-displays.
ANSWER: A

34. The magnetic field produced by each pair of coils results in a _____. a. transverse deflection force.
A. transverse deflection force.

B. generic field
C. electron beam.
D. horizontal deflection.
ANSWER: A

35. A property of video monitors is_____.
A. length.
B. centimeter
C. direction
D. aspect ratio.
ANSWER: D

36. Intensity of the electron beam is controlled by setting voltage levels on the_____.
A. control panel.
B. electron gun.
C. connector pins.
D. control grid.
ANSWER: D

37. The_____ emits a small spot of light at each position contacted by the electron beam.
A. electron gun.
B. control grid.
C. phosphor
D. cathode.
ANSWER: C

38. The maximum number of points that can be displayed without overlap on a CRT is referred to as its_____.
A. persistence.
B. non persistence.
C. resolution
D. distribution.
ANSWER: C

39. Sterio scopic viewing is also a part in _____.
A. virtual reality system.
B. essential system
C. Actual reality system.
D. Implicit system.
ANSWER: A

40. The primary output devices in a graphics system is a _____.
A. video monitor.
B. video display devices.
C. cathode ray tube.
D. deflection CRT.
ANSWER: A

41. The focusing system in a CRT is needed to force the electron beam to converge into a _____ as it strikes the phosphor.
A. large spot.

B. small spot.
C. double spot
D. spot.
ANSWER: B

42. A shadow-mask CRT has_____ phosphor color dots at each pixel position.
A. five.
B. four
C. three
D. two.
ANSWER: C

43. The_____ shadow-mask method, is commonly used in color CRT systems.
A. delta-delta.
B. beta-beta.
C. delta-beta.
D. alpha-alpha.
ANSWER: A

44. Color CRTs in graphics systems are designed as_____.
A. CRT monitors.
B. RGB monitors.
C. DVST monitors.
D. color monitors.
ANSWER: B

45. DVST stands for _____.
A. Device View Storage Tube.
B. Direct View Space Tube.
C. Direct View Storage Tube.
D. Device View Space Tube.
ANSWER: C

46. The emissive displays are device that convert electrical energy into_____.
A. light.
B. image
C. pixel
D. colors
ANSWER: A

47. The plasma is also called as _____ displays.
A. image.
B. glass
C. gas-discharge.
D. glass-discharge
ANSWER: C

48. A beam of slow electrons excites only the outer_____ layer.
A. blue.
B. green
C. white

D. red
ANSWER: D

49. A beam of very fast electrons penetrates through the red layer and excites the inner_____ layer.
A. blue.
B. green
C. white
D. red
ANSWER: B

50. LED stands for_____.
A. Light Emitted Display.
B. Light Emitting Display.
C. Light Emitting Diode.
D. Light Emit Diode.
ANSWER: C

51. BSP Stands for_____.
A. Bit Space-Partitioning.
B. Binary Space- Partitioning.
C. Bit Space- positioning.
D. Binary Space- Positioning.
ANSWER: B

52. The simplest model for a light emitter is _____.
A. light source.
B. open source.
C. data source.
D. point source.
ANSWER: D

53. _____algorithm are broadly classified according to whether they deal with object definitions directly or with their projected images.
A. Line clipping.
B. Simple DDA.
C. Visible surface detection.
D. Midpoint algorithm.
ANSWER: C

54. _____is applied in an object by pre positioning along a straight line.
A. Translation.
B. Rotation
C. Scaling
D. Shearing
ANSWER: A

55. A_____ is a transformation that produces a mirror image of an object.
A. reflection.
B. shear
C. translation

D. rotation
ANSWER: A

56. _____ generally refers to any time sequence of visual changes in a scene.
A. Computer animation.
B. Graphics
C. Visualization.
D. Frame work.
ANSWER: A

57. A world coordinate area selected for display is called as_____.
A. window.
B. Viewport
C. window-to-viewport.
D. Viewing transformation.
ANSWER: A

58. One of the oldest and most popular line clipping procedure is_____.
A. Liang-Barsky Line Clipping.
B. Nicholl-Lee-Nicholl Line Clipping.
C. Cohen-Sutherland Line Clipping.
D. Line Clipping using Nonrectangular Clip window.
ANSWER: C

59. A commonly used image space approach to detect visible surface is_____.
A. buffer depth method.
B. surface rendering method.
C. polygon surface method.
D. depth buffer method.
ANSWER: D

60. An illumination model is also called as_____.
A. lighting model.
B. surface model.
C. shading model.
D. rendering model.
ANSWER: A

61. The scattered light is called as_____.
A. specular reflection.
B. source light.
C. ambient light.
D. defuse reflection.
ANSWER: D

62. The area subdivision method takes advantage of area coherence in a scene by location of those view areas that represent the part of a _____.
A. double surface.
B. single surface.
C. triple surface.
D. area surface.

ANSWER: B

63. Orthographic projection that display more than one face of an object is called _____.
A. axonometric orthographic projection
B. orthographic axonometric projection
C. projection axonometric orthographic.
D. projection orthographic axonometric.
ANSWER: A

64. Spotlights are used to control the amount of light emitted within a cone with apex at _____ source position.
A. line.
B. object
C. point
D. out
ANSWER: C

65. An area on a display device to which a window is mapped is called as_____.
A. view map. .
B. path map.
C. view port.
D. path graph.
ANSWER: C

66. The scaling transformation alters the size of an_____.
A. vector.
B. edge
C. side
D. object
ANSWER: D

67. The set of unit vectors is called _____.
A. vector basis.
B. normal basis.
C. orthogonal basis.
D. base vectors.
ANSWER: B

68. A matrix with a single row or a single column represents a_____.
A. vector.
B. square
C. row vector.
D. column vector.
ANSWER: A

69. The matrix with same number of rows and columns is called as_____.
A. square matrix.
B. row matrix.
C. column matrix.
D. row, column matrix.
ANSWER: A

70. Vector V is called the_____.
A. world coordinate.
B. view up vector.
C. fixed-size.
D. direction
ANSWER: B

71. The region against which an object is to be clipped is called as_____.
A. world coordinate.
B. view port
C. clip window
D. boundaries
ANSWER: C

72. The two-dimensional viewing transformation is simply referred to as the window-to-viewport transformation or the_____.
A. viewing pipeline.
B. transformation.
C. windowing transformation.
D. world coordinate.
ANSWER: C

73. A standard method for fitting a function to a set of data points is called as_____ algorithm.
A. Fitting.
B. straight-line
C. least-squares
D. DDA
ANSWER: C

74. The three color parameters in HLS color model are _____.
A. hue, lightness and saturation.
B. height, lightness and saturation.
C. hue, light and saturation.
D. hue, lightness and scaling.
ANSWER: A

75. The depth-buffer method is also called as_____.
A. A-buffer.
B. C-buffer
C. Z-buffer
D. W-buffer.
ANSWER: C

76. CSG stands for
A. Constructed Solid Geometry.
B. Concatenate Solid Geometry.
C. Construct Solid Geometry.
D. Constructive Solid Geometry.
ANSWER: D

77. The most straight forward method for defining a motion square is_____ specification.
A. higher.
B. complete
C. indirect
D. direct
ANSWER: D

78. One of the most popular methods for finding roots of nonlinear equations is the_____ algorithm.
A. raphson.
B. Newton
C. root
D. newton-raphson.
ANSWER: D

79. curve-fitting techniques are often used to specify the animation paths between_____.
A. two elements.
B. key frames.
C. two positions.
D. key elements.
ANSWER: B

80. _____ description is a typical task in an animation specification.
A. Vector.
B. Scene
C. Frame
D. Action
ANSWER: B

81. _____ system allows object motion characteristics to be specified as part of the object definitions.
A. Parametric.
B. Specialized
C. Adjustable
D. Parameterized
ANSWER: D

82. We can also animate object along 2D motion paths using the_____ transformations.
A. table-color.
B. color-table
C. coordinate origin.
D. fixed point
ANSWER: B

83. Constant-intensity shading is also called as_____ shading.
A. intensity.
B. constant
C. flat
D. polygon
ANSWER: C

84. A fast and simple method for rendering an object with polygon surfaces is called as _____shading.
A. intensity.
B. constant
C. constant-intensity.
D. polygon
ANSWER: C

85. Procedure for determining visibility of object edges are referred to as_____ visibility methods.
A. surface.
B. window
C. wireframe
D. background
ANSWER: C

86. A drawback of the depth-buffer method is that it can only find one visible surface at each _____ position.
A. depth.
B. visible
C. display
D. pixel
ANSWER: D

87. The A-buffer has two fields, the depth field and _____field.
A. surface.
B. accumulate
C. intensity
D. pixel
ANSWER: C

88. The A-buffer has two fields, the _____field and intensity field.
A. surface.
B. accumulate
C. depth
D. pixel
ANSWER: C

89. The parallelepiped is mapped into the unit cube in a normalized view volume called the_____ system.
A. normalized coordinate projection.
B. normalized coordinate.
C. coordinate projection.
D. normalized projection coordinate.
ANSWER: D

90. The emissive displays are devices that convert _____ energy to light
A. electrical.
B. magnetic
C. mechanical
D. wind
ANSWER: A

91. The emissive displays are devices that convert electrical energy to _____.
A. light.
B. magnetic
C. mechanical
D. wind
ANSWER: A

92. The non-emissive displays are devices that convert _____ to graphics pattern.
A. sunlight.
B. magnetic
C. mechanical
D. wind
ANSWER: A

93. The non-emissive displays are devices that convert sunlight or light from other sources to _____.
A. graphics pattern.
B. magnetic
C. mechanical
D. wind
ANSWER: A

94. _____ is also called as gas-discharge displays.
A. LED.
B. Plasma panel.
C. LCD
D. CRT
ANSWER: B

95. RGB color system with 24 bits of storage is also called as _____ color system.
A. false.
B. full
C. half
D. finite
ANSWER: B

96. A three dimensional reflection can be performed relative to a selected reflection axis or with respect to a selected_____.
A. rotations.
B. reflection plane
C. matrix form
D. edges
ANSWER: B

97. _____ modeling packages often provide a number of construction techniques.
A. scale.
B. solid
C. view
D. coordinate
ANSWER: B

98. _____representations are useful for constructing 3D objects that possess translational, rotations or other symmetries.
A. buffer.
B. periodic
C. sweep
D. spline
ANSWER: C

99. The primary output device in a graphics system is _____.
A. joy stick.
B. light pen
C. key board.
D. Monitor
ANSWER: D

100. The operation of most video monitors is based on the standard _____.
A. cathode ray device.
B. cathode device
C. cathode ray tube.
D. cathode rode.
ANSWER: C

101. Spots of _____ are produced on the screen by the transfer of the CT beam energy to the phosphor.
A. sound.
B. energy
C. light
D. platelet
ANSWER: C

102. Proper deflection amounts are attained by adjusting the _____ through the coils.
A. current.
B. heat
C. intensity
D. voltage
ANSWER: A

103. The most common types of graphics monitor employing a CRT is the _____ scan.
A. raster.
B. random
C. CRT
D. electron
ANSWER: A

104. The term _____ refers to the total screen area.
A. screen.
B. gun
C. frame
D. pixel
ANSWER: C

105. The number of bits per pixel in the frame buffer is called _____buffer area.
A. width of the buffer.
B. depth of the buffer area.
C. height of the buffer area.
D. color of the buffer area.
ANSWER: B

106. At the end of scan line, the electron beam returns to the _____ side of the screen.
A. up.
B. bottom
C. right
D. left
ANSWER: D

107. Refresh rates are described in units of _____.
A. pixel.
B. meter
C. hertz
D. cubic
ANSWER: C

108. After refreshing each scan line is called the _____.
A. vertical retrace.
B. horizontal retrace.
C. interlace
D. buffer line.
ANSWER: B

109. Example of a random-scan display is_____.
A. pen plotter.
B. mouse
C. keyboard
D. printer
ANSWER: A

110. Refresh _____ depends on the number of times to be displayed
A. rate.
B. times
C. pixel
D. system
ANSWER: A

111. Refresh display file is called the _____.
A. display unit.
B. display list.
C. display processor.
D. display file
ANSWER: A

112. _____ ball is a two dimensional positioning device.
A. Mouse.

B. Track
C. Space
D. Thumb
ANSWER: B

113. The LEDs in touch panel operate at IR frequencies, so that the light is _____ to a user.
A. visible.
B. not visible
C. partially visible.
D. blurred
ANSWER: B

114. A light pen activated with a _____.
A. button.
B. switch
C. pointer
D. button switch.
ANSWER: D

115. _____ scanner with a resolution of 600 dots per inch.
A. Desktop full-color.
B. Flatbed
C. Drum
D. Color
ANSWER: B

116. Input devices used in particular applications are _____.
A. trackball.
B. space ball
C. joystick
D. data gloves
ANSWER: D

117. A/An _____ Device is any device that provides information, which is sent to the CPU.
A. Input.
B. Output
C. CPU
D. Memory
ANSWER: A

118. _____ tablets use sound waves to detect a stylus position
A. Acoustic or Sonic.
B. Sonic or Data.
C. Data & Acoustic
D. Graphic or data
ANSWER: A

119. Buttons and switches are often used to input _____.
A. numbers.
B. inputs
C. predefined Functions

D. values
ANSWER: C

120. Isometric joystick have _____ stick.
A. movable.
B. partial movable.
C. non-movable.
D. static
ANSWER: C

121. To be able to select positions in any screen area with a light pen, we must have some_____ intensity assigned to each screen pixel.
A. zero.
B. one
C. non-zero
D. none
ANSWER: C

122. _____representations are useful for constructing 3D objects that possess translational, rotations or other symmetries.
A. Buffer.
B. Periodic
C. Sweep
D. Spline
ANSWER: C

123. _____ are common devices for entering scalar values.
A. Dials.
B. Keyboards
C. Mouse
D. Joystick
ANSWER: A

124. What is the latest write-once optical storage media?
A. Digital paper.
B. Magneto-optical disk.
C. WORM disk.
D. CD-ROM disk.
ANSWER: D

125. _____ are used to measure to dial rotations.
A. Spectrometer.
B. Voltmeter
C. Potentiometer
D. Ammeter
ANSWER: C

126. Digital devices are_____.
A. digital clock.
B. automobile speed meter.
C. clock with a dial and two hands.

D. all of them.
ANSWER: A

127. An output device that uses words or messages recorded on a magnetic medium to produce audio response is_____.
A. magnetic tape.
B. voice response unit.
C. voice recognition unit.
D. voice band.
ANSWER: B

128. _____ procedure accepts the coordinates of an inter point.
A. Scan fill.
B. Poly fill.
C. Boundary fill.
D. Area fill
ANSWER: C

129. _____ is applied to regions by displaying sets of parallel lines.
A. Line fill.
B. Hatch fill
C. Solid fill.
D. Empty fill.
ANSWER: B

130. Changes in orientation, size and shape are accomplished with _____.
A. geometric transformation.
B. translation
C. antialiasing
D. transposition
ANSWER: A

131. _____ is applied to an object by repositioning it along a straight line path from one coordinate location to another.
A. Rotation.
B. Scaling
C. Translation
D. Transformation
ANSWER: C

132. The translation distance pair (tx, ty) is called_____.
A. sector shift.
B. shift vector.
C. matrix vector.
D. coordinate vector
ANSWER: B

133. The applications of the _____ mouse include virtual reality, CAD, animation.
A. X
B. Optical
C. Optomechanical

D. Z
ANSWER: D

134. Space ball is used for_____ dimensional positioning.
A. 2.
B. 3
C. 1
D. 1 and 2.
ANSWER: B

135. Offline device is a/an _____.
A. device which is not connected to CPU.
B. device which is connected to CPU
C. direct access storage device
D. I/O device.
ANSWER: A

136. The Z mouse features three button, _____underneath.
A. mouse ball.
B. thumbwheel
C. underwheel
D. trackball
ANSWER: A

137. The Z mouse features _____buttons.
A. 2.
B. 3
C. 4
D. 5
ANSWER: B

138. The Z mouse features three button, mouse ball underneath, _____on the side.
A. thumbwheel.
B. mouse ball
C. trackball
D. underwheel
ANSWER: A

139. Joystick consist of _____
A. stick.
B. ball
C. wheel
D. ball
ANSWER: A

140. _____ transformation alters the size of an object.
A. Rotation.
B. Scaling
C. Translation
D. Transferring
ANSWER: B

141. Uniform scaling is produced that maintains relative object _____.
A. shape.
B. vector
C. scalar
D. proportions
ANSWER: D

142. The location of the scaled object can be controlled by choosing a position called_____.
A. vector position.
B. scalar position.
C. variable point.
D. fixed point
ANSWER: D

143. Unequal values of sx and sy results in _____ scaling.
A. integral.
B. differential
C. same
D. different
ANSWER: B

144. Uniform scaling of a circle is simple done by adjusting the _____.
A. side.
B. radius
C. circumference
D. area
ANSWER: B

145. _____ is obtained by calculating the matrix product of individual transformations.
A. Matrix transformation.
B. Finite transformation matrix.
C. Composite transformation matrix.
D. Infinite transformation matrix.
ANSWER: C

146. The world coordinates area selected for display is called _____.
A. window.
B. glow
C. view
D. scene
ANSWER: A

147. An area on the display device to which a window is mapped is called _____.
A. viewport.
B. glow
C. view
D. scene
ANSWER: A

148. The mapping of a part of a world coordinate scene to a device coordinate is referred to as

_____ transformation.
A. viewing.
B. finite
C. composite
D. infinite
ANSWER: A

149. The area of a picture that is selected for viewing is called _____.
A. window.
B. glow
C. view
D. scene
ANSWER: A

150. Translation is a _____ body transformation that moves objects without deformation.
A. Rigid.
B. Fixed
C. Flexible
D. Single
ANSWER: A

151. _____ is a rigid body transformation that moves objects without deformation.
A. Rotation.
B. Scaling
C. Translation
D. Transformation
ANSWER: C

152. A two dimensional_____ is applied to an object by repositioning it along a circular path in the xy plane.
A. rotation.
B. scaling
C. translation
D. transformation
ANSWER: A

153. Successive scaling operations are _____.
A. additive
B. subtractive
C. multiplicative
D. infinite
ANSWER: C

154. A rigid body change in coordinate positions is referred to as _____ transformation.
A. rigid body.
B. rigid motion.
C. rigid.
D. rigid changing
ANSWER: B

155. _____ often involve inverse matrix calculations.

A. Matrix transformation.
B. Finite transformation matrix.
C. Composite transformation.
D. Infinite transformation matrix.
ANSWER: C

156. _____ is a transformation that produces a mirror image of an object.
A. Shape.
B. Vector
C. Scalar
D. Reflection
ANSWER: D

157. When objects are to be displayed with color or shaded surfaces we apply_____.
A. object rendering.
B. surface rendering
C. view rendering.
D. parameter rendering.
ANSWER: B

158. _____ include the intensity and positions of light sources and general background illumination required for a scene.
A. Object rendering.
B. Surface rendering
C. Viewing specifications.
D. Lighting specifications
ANSWER: D

159. In surface rendering procedures can then be applied to generate at the correct illumination and _____ of the scene.
A. viewing specifications.
B. color
C. contrast
D. shadow regions.
ANSWER: D

160. Objects displayed with _____, so that the intensity of lines decreases from the front to the back of the object.
A. depth cueing.
B. perpendicular projection.
C. parallel projection.
D. perspective projection.
ANSWER: A

161. _____ removes the part of the visible surfaces to show internal structure.
A. Surface rendering.
B. Cutaway view.
C. Surface identification.
D. Exploded view.
ANSWER: B

162. Three dimensional views can be obtained by _____ a raster scan image from a vibrating flexible mirror.
A. reflecting.
B. refracting
C. observing
D. deflecting
ANSWER: A

163. Stereoscopic devices present _____ views of the scene.
A. 1
B. 2
C. 3
D. 4
ANSWER: B

164. The mirror image for a two dimensional reflection is generated relative to an _____ by rotation the object 180 degrees about the reflection axis.
A. axis of refraction.
B. axis of restoration.
C. axis of reflection.
D. axis of deflection
ANSWER: C

165. The mirror image for a two dimensional reflection is generated relative to an axis of reflection by rotation the object _____ degrees about the reflection axis.
A. 90.
B. 180
C. 270
D. 360
ANSWER: B

166. _____transformations can be used to modify object shape.
A. Translation.
B. Reflection
C. Shear
D. Scaling
ANSWER: C

167. _____ can be assigned as shear parameter.
A. Integer.
B. Real Number.
C. Random Number.
D. Floating Point.
ANSWER: B

168. Translation, rotation, scaling, reflection are examples of _____.
A. point plotting.
B. image transformation.
C. graphics
D. 2D transformation
ANSWER: D

169. Which table can be expanded so that vertices are cross referenced to corresponding edges?
A. Vertex table.
B. Polygon table.
C. Edge table.
D. Expanded vertex table.
ANSWER: A

170. Every vertex is the end point for at least _____ edge.
A. 1
B. 2
C. 3
D. 4
ANSWER: B

171. Each polygon has at least _____ shared edge
A. 1
B. 2
C. 3
D. 4
ANSWER: A

172. _____can be constructed with various combination of plane and curved surfaces.
A. Objects.
B. Object boundaries.
C. Surface
D. Surface boundaries
ANSWER: B

173. Graphics package often provide routines for displaying internal components or _____ view of solid objects.
A. Cross sectional.
B. Hatch fill.
C. Cross fill.
D. Solid fill.
ANSWER: A

174. _____ rendering algorithms must be applied if a realistic rendering of the scene is required.
A. Object.
B. Surface
C. View
D. Parameter
ANSWER: B

175. The coordinate reference defines the _____ for the plane of the camera film.
A. plane and surface.
B. plane and coordinate.
C. position and interface.
D. position and orientation.
ANSWER: D

176. The easiest rotation axes to handle are those that are _____ to the coordinate.
A. parallel.
B. perpendicular
C. straight
D. opposite
ANSWER: A

177. _____transformations can be used to modify object shape.
A. Translation.
B. Reflection
C. Shear
D. Scaling
ANSWER: C

178. The line joining the red and the violet spectral points, called as _____ line.
A. violet line.
B. red line.
C. magenta line
D. purple line.
ANSWER: D

179. Different tints are produced by adding _____ pigment to the original color.
A. red.
B. blue
C. black
D. white
ANSWER: D

180. GKS stands for _____.
A. graphical kernel system.
B. graphics kernel system.
C. graphics kernel symbol.
D. graphics kernel systems.
ANSWER: A

181. Visual pigment red have a peak sensitivity at wavelength of about _____ nm.
A. 740.
B. 630
C. 530
D. 450
ANSWER: B

182. The dominant frequency is also called as _____.
A. saturation.
B. luminance
C. hue
D. brightness
ANSWER: C

183. Data glove is used to grasp _____ object.
A. binary.

B. virtual
C. existing
D. real
ANSWER: B

184. Space partitioning representation is to describe interior properties by partitioning the spatial region containing an object into a set of small, non overlapping contiguous _____.
A. objects.
B. solids
C. triangles
D. liquid
ANSWER: B

185. _____ for a three dimensional graphics object is a set of surface polygons that enclose the object interior.
A. Surface rendering.
B. Space partitioning representations.
C. Surface identification.
D. Boundary representations.
ANSWER: D

186. A polygon mesh approximation to a curved surface can be improved by dividing the surface into smaller_____.
A. polygon facets.
B. octagon facets.
C. squares
D. circles
ANSWER: A

187. A way of storing _____ is to create lists namely vertex table, edge table and polygon table.
A. convergence data.
B. storage table.
C. polygon surface table.
D. geometric data.
ANSWER: D

188. The edge table contains pointers back to the _____ to identify vertices for each polygon edge.
A. vertex table.
B. polygon table.
C. edge table.
D. expanded vertex table.
ANSWER: A

189. In a _____ parallel lines in the world coordinate scene project into parallel lines on the two dimensional display plane.
A. plane projection.
B. perpendicular projection.
C. parallel projection.
D. perspective projection.
ANSWER: C

190. In _____, parallel lines in the scene that are not parallel to the display plane are projected into converging lines.
A. plane projection.
B. perpendicular projection.
C. parallel projection
D. perspective projection.
ANSWER: B

191. _____ is applied by choosing maximum and minimum intensity values and a range of distances over which the intensities are to vary.
A. Depth cueing.
B. Perpendicular projection.
C. Parallel projection.
D. Perspective projection.
ANSWER: A

192. The side of the plane that faces the _____ is called the inside face.
A. object exterior.
B. object interior.
C. object
D. solid
ANSWER: B

193. The side of the plane that faces the _____ is called the outward face.
A. object exterior.
B. object interior.
C. object
D. solid
ANSWER: A

194. When polygons are specified with more than _____ vertices, it is possible that the vertices may not all lie in one plane.
A. 3
B. 2
C. 1
D. 0
ANSWER: B

195. _____ is the number of control points in a Beizer curves.
A. Polynomial.
B. Curve polynomial.
C. Beizer polynomial.
D. Beizer integer.
ANSWER: C

196. Natural objects can be realistically described with _____.
A. natural geometry.
B. similarity geometry.
C. fractal geometry.
D. euclidean geometry.

ANSWER: C

197. The representation of the amount of variation in object detail is represented with_____.
A. fractal geometry.
B. fractal dimension.
C. fractal definition.
D. fractal generation.
ANSWER: B

198. In depth cueing the lines farther are displayed with _____.
A. increasing intensity.
B. decreasing intensity.
C. increasing color.
D. decreasing color.
ANSWER: B

199. A technique commonly used for engineering drawing is to display the non visible lines as _____ lines.
A. straight.
B. dot
C. curved
D. dashed
ANSWER: D

200. _____ describe a three dimensional object as a set of surfaces that separate the object interior from the environment.
A. Surface rendering.
B. Space partitioning representations.
C. Surface identification.
D. Boundary representations.
ANSWER: D

201. Sound pressure levels are measured in _____.
A. decibels.
B. ounce
C. pound
D. fathom
ANSWER: A

202. MIDI stands for _____.
A. music instruction digital interface.
B. musical instrument digital interface.
C. musical instrumental digit interface.
D. music instrument digit interface.
ANSWER: B

203. Digital audio data is the actual representation of a _____.
A. light.
B. music
C. sound
D. noise

ANSWER: C

204. Digital audio data is also called as_____.
A. tracks.
B. probable
C. examples
D. samples
ANSWER: D

205. In Windows, system sounds are _____ files.
A. .rar.
B. .wav.
C. .3gp.
D. .wmv.
ANSWER: B

206. MIDI files are _____ than CD quality digital audio files.
A. larger.
B. too large
C. smaller
D. equal
ANSWER: C

207. The sampling frequencies often used in multimedia are _____.
A. KHz.
B. MHz
C. GHz
D. DHz
ANSWER: A

208. The value of each sample is rounded off to the nearest integer known as _____.
A. samplization.
B. quantization
C. quantification
D. digitations
ANSWER: B

209. The amount of information stored about each sample is the _____.
A. sample no.
B. sample volume.
C. sample size.
D. sample unit
ANSWER: C

210. LEDs operate on _____ frequencies.
A. optical.
B. infra
C. infrared
D. electro
ANSWER: C

211. Digitized sound is the _____ sound.
A. sampled.
B. covered
C. diluted
D. modified
ANSWER: A

212. Sample size are _____ bits.
A. 2
B. 4
C. 6
D. 8
ANSWER: D

213. A 16-bit sample provides a staggering _____units.
A. 16,384.
B. 32,786.
C. 65,536.
D. 84,658.
ANSWER: C

214. Removing of dead air or blank space from a front of the recording is known as _____.
A. trimming.
B. cutting
C. editing
D. erasing
ANSWER: A

215. MIDI sounds are typically stored in files with the _____ extensions.
A. .MDI.
B. .MID.
C. .MIDI.
D. .MDII.
ANSWER: B

216. A popular effect in which one image transforms into another is known as _____.
A. animation.
B. encrypting
C. modifying
D. morphing
ANSWER: D

217. PAL stands for _____.
A. pass alternative line.
B. phase alternative line.
C. pass alternate line.
D. phase alternate line.
ANSWER: D

218. HDTV stands for _____.
A. high defined television.

B. high definition television.
C. higher definition television.
D. higher defined television.
ANSWER: B

219. Light comes from an _____.
A. electron.
B. cathode
C. atom
D. radium
ANSWER: C

220. VGA stands for _____.
A. video graphics array.
B. visual graphics array.
C. video graph array.
D. visual graph array.
ANSWER: B

221. The area on a display device to which a window is mapped is called a _____.
A. window.
B. view port
C. coordinate
D. section
ANSWER: B

222. A world coordinate area selected for display is called _____.
A. window.
B. view port
C. view point
D. section
ANSWER: A

223. The region against which an object is to clipped is called a _____.
A. clipping.
B. window
C. view port
D. clip window
ANSWER: D

224. The location of the point relative to the boundaries of the clipping rectangle is called _____ code.
A. location.
B. binary
C. region
D. area
ANSWER: C

225. The region code of the clipping rectangle is _____.
A. 0000.
B. 0001

C. 1000
D. 1111
ANSWER: A

226. A region code is a _____ digit binary code.
A. 16
B. 8
C. 4
D. 2
ANSWER: C

227. All-or none _____ strategy is used to keep all of the string inside a clip window.
A. word clipping.
B. object clipping
C. character clipping
D. string clipping
ANSWER: C

228. The picture parts to be saved are those that are outside the region is referred as _____ clipping.
A. outside.
B. exterior
C. external
D. extreme
ANSWER: B

229. _____ are used to describe interior properties by partitioning the spatial region containing an object into a set of small, non overlapping contiguous solids.
A. Surface rendering.
B. Space partitioning representation
C. Surface identifications.
D. Boundary representations.
ANSWER: B

230. _____ generally refers to any time sequence of visual changes in a scene
A. Computer animation.
B. Graphics
C. Visualization
D. Frame work
ANSWER: A

231. Analogy with two-dimensional polar co-ordinates the dimensions unit for solid angles is called the _____.
A. steradian.
B. solid angle.
C. angle
D. co-ordinates.
ANSWER: A

232. A _____ model is a method for explaining the properties or behavior of color within some particular control.

A. single color model
B. light color
C. color
D. spectral color
ANSWER: C

233. The dominant frequency is also called as the _____.
A. hue.
B. color
C. frequency
D. wavelength
ANSWER: A

234. The team _____ is used to refer collectively two properties describing color characteristics purity and dominant frequency.
A. white light source.
B. chromaticity
C. purity
D. saturation
ANSWER: B

235. _____as the most commonly used boundary presentation for a 3-D graphics object
A. Data polygon
B. Surface polygon
C. System polygon
D. Area polygon
ANSWER: B

236. A three dimensional object can also be represented using_____
A. Method
B. Equation
C. Point
D. line
ANSWER: B

237. _____is a simple object space algorithm that removes about half of the total polygon in an image as about half of the faces of objects are back faces
A. Wire frame model
B. Constructive solid geometry methods
C. Isometric projection
D. Back face removal
ANSWER: D

238. By which ,we can take a view of an object from different directions and different distances
A. Projection
B. Rotation
C. Translation
D. Scaling
ANSWER: A

239. 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
A. Parallel projection
B. Perspective projection
C. Isometric projection
D. Geometric projection
ANSWER: B

240. The surfaces that is blocked or hidden from view in a 3D scene are known as _____
A. Hidden surface
B. Frame buffer
C. Quad tree
D. Area buffer
ANSWER: A

241. _____ surface algorithm is based on perspective depth.
A. Depth comparison
B. Z-buffer or depth-buffer algorithm
C. subdivision method
D. back-face removal
ANSWER: B

242. In _____ year Z- buffer algorithm are described.
A. 1995
B. 1974
C. 1945
D. 1981
ANSWER: B

243. Z -buffer algorithm are _____.
A. Simplest algorithm
B. Complex algorithm
C. Largest algorithm
D. Poor algorithm.
ANSWER: A

244. The painter algorithm are based on the property of _____.
A. Polygon buffer
B. Frame buffer
C. Depth buffer
D. area buffer
ANSWER: B

245. _____ type of projection does not have the projection rays parallel to each other.
A. axonometric projection
B. oblique projection
C. orthographic projection
D. perspective projection
ANSWER: D

246. _____are the three principal planes in orthographic projection.
A. front, top, profile

B. back, top, profile
C. top, front, right side
D. frontal, horizontal, profile
ANSWER: D

247. The painter algorithm were developed on _____
A. 1972 by Newell
B. 1972 by Evans
C. 1974 by Cat mull
D. 1976 by Evans
ANSWER: A

248. All the hidden surface algorithms employee image space approach except_____.
A. Back face removal
B. Depth buffer method
C. Scan line method
D. Depth sort method
ANSWER: A

249. _____are the two types of projections give a pictorial view of the object without convergence.
A. orthographic and perspective
B. oblique and axonometric
C. perspective and oblique
D. isometric and orthographic
ANSWER: B

250. The name of a visible surface detection algorithm is _____.
A. Back face detection
B. Back face removal
C. Ray tracing
D. Area tracing
ANSWER: A