Computer Graphics(Sem IV)

Sample paper

1. Raster Graphics Are Composed Of
   a) Paths
   b) Palette
   c) Pixels
   d) Voxels

2. Each Pixel Has _____basic Color Components
   a) Two Or Three
   b) One Or Two
   c) Three Or Four
   d) Five or six

3. The subtractive color model uses the concept of
   a) Printing Ink
   b) Light to display color
   c) Printing line
   d) Transmission of light

4. Random scan systems are designed for
   a) Line drawing application
   b) Pixel drawing application
   c) Color drawing application
   d) Point drawing application
5. On a monochromatic monitor, the frame buffer is known as
   a) Display file
   b) Pixmap
   c) Bitmap
   d) Refresh buffer

6. In Bresenham's circle algorithm, if points are generated from 700 to 300 and (x,y) are the Coordinate of last scan converted pixel then the next pixel coordinate is
   a) (x+1,y+1)or(x-1,y-1)
   b) (x+1,y)or(x,y+1)
   c) (x,y+1)or(x+1,y-1)
   d) (x+1,y)or(x+1,y-1)

7. The method super sampling is associated with
   a) Boundary fills algorithm
   b) Ground shading
   c) Antialiasing

d) Gouraud shading

8. A rotation is a movement of an object in a _____ motion
   a. Circular
   b. rectangular
   c. Parallel
   d. Perspective
   e.

9. _____ transformation do not change the shape of the object
   a) Shear
   b) Reflection
   c) Translation
   d) Scaling

10. The transformation in which the dimension of an object are changed relative to a specified fixed point is called.
   a) Scaling
   b) Rotation
   c) Translation
   d) Reflection

11. The rectangle portion of the interface window that defines where the image will actually appear are called
   a) a.View port
   b) b. transformation viewing
   c) c. Clipping window
   d) d. Screen coordinate system

12. The region code of a point within the window is .....
   a) a.0000
   b) b. 0001
   c) c. 1000
   d) d. 1111

13. The ..... algorithm divides a 2D space into 9 regions, of which only the middle part (viewport) is visible.
   a) a.Cohen-Sutherland
   b) Liang Barsky
   c) Sutherland Hodegeman
   d) N-L-N

14. The transformation of object description from normalized co-ordinates to device co-ordinates is called _____

   a) Workstation transformation
   b) viewing transformation

c) normalization transformation
d) homogeneous transformation

15. Dimetric projection is
    a) Orthographic projection
    b) Parallel projection
    c) Single view projection
    d) Oblique projection
16. Two consecutive translation transformation t1 and t2 are
    a) Additive
    b) Subtractive
    c) Multiplicative
    d) Dual subtractive
17. The getpixel function gets the ----------of a specified pixel
    a) Intensity
    b) Color
    c) Size
    d) Shape
18. In the given point (x,y) and we want to access(x+1,y+1) in a single step we need to use_____.
    a) 4-connected
    b) 5-connected
    c) 6-connected
    d) 8-connected
19. A circle, if scaled only in one direction becomes a ?
    a) parabola
    b) Hyperbola
    c) Ellipse
    d) remains a circle
20. In the Cohen-Sutherland outcode algorithm, given the clipping window co-ordinates as: Xmin =10 , Ymin = 30, Xmax= 50 , Ymax = 70, the line PQ with end-points P(30, 55) and Q(70, 40) will have _____ number of intersection points with the clipping window.
    a) 0
    b) 1
    c) 2
    d) 3
21. Painter's algorithm uses----------method
    a) Image space
    b) Point space
    c) Object space
    d) Voxel space
22. Hidden surface removal method which uses divide and conquer approach is
    a) Back face removal

b) Z Buffer algorithm
c) Warnock algorithm
d) Depth Buffer algorithm

23. When a fractal produces the same shape at smaller and smaller scale, it demonstrates----------
a) Complexity
b) Redundancy
c) Self similarity
d) irregularity

24. The clipping algorithm which uses slope intercept form of line is
a) Cohen Sutherland
b) Liang Barsky
c) Sutherland Hodgman
d) Weiler Artherton

25. The process of selecting and viewing the picture with different views is called_____.
a) Clipping
b) Windowing
c) Segmenting
d) all of above