



Dr.G.R.Damodaran College of Science

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CRISL rated 'A' (TN) for MBA and MIB Programmes

III BSC CS [2015-2018]

Semester V

Elective I : Computer Graphics and Multimedia – 507U4

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. A major difference between phosphors is their _____.
- A. permanent state.
 - B. persistence.
 - C. febleness.
 - D. magnetic deflection.

ANSWER: B

13. 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

14. Picture definition is stored in _____ buffer area in memory.

- A. frame.
- B. outer.
- C. refresh.
- D. restore.

ANSWER: A

15. The rate at which the picture is redrawn on the screen is called _____ rate.

- A. buffer.
- B. refresh.
- C. drawn.
- D. delete.

ANSWER: B

16. 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

17. 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

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

- A. pixmap.
- B. pelmap
- C. bitmap.
- D. bitmap.

ANSWER: D

19. For systems with multiple bits per pixel, the frame buffer is commonly called as _____.

- A. pixmap.
- B. pelmap
- C. bitmap.
- D. bitmap

ANSWER: A

20. Refresh rate near to _____ frames per second is an effective technique for avoiding flicker.

- A. 60.
- B. 45.
- C. 30
- D. 15.

ANSWER: A

21. Random scan monitors draw a picture _____ at a time.

- A. one pixel.
- B. two pixel.
- C. one line.
- D. two line.

ANSWER: C

22. In raster scan system the _____ beam is swept across screen.

- A. electron.
- B. magnetic
- C. electro
- D. electrothermal

ANSWER: A

23. 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

24. 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

25. 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

26. In liquid crystal display the flat panel device is referred to as a _____ LCD.

- A. matrix.
- B. passive.
- C. active.
- D. submissive.

ANSWER: B

27. The refresh buffer also called a _____ buffer.

- A. frame.

- B. element.
- C. resolution.
- D. bitmap.

ANSWER: A

28. Each screen point is referred to as a _____.

- A. point.
- B. pixel.
- C. position.
- D. element.

ANSWER: B

29. 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

30. 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

31. 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

32. A property of video monitors is _____.

- A. length.
- B. centimeter
- C. direction
- D. aspect ratio.

ANSWER: D

33. 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

34. 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

35. 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

36. Sterio scopic viewing is also a part in _____.

- A. virtual reality system.
- B. essential system
- C. Actual reality system.
- D. Implicit system.

ANSWER: A

37. 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

38. 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

39. A shadow-mask CRT has _____ phosphor color dots at each pixel position.

- A. five.
- B. four
- C. three
- D. two.

ANSWER: C

40. 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

41. Color CRTs in graphics systems are designed as _____.

- A. CRT monitors.
- B. RGB monitors.

- C. DVST monitors.
- D. color monitors.

ANSWER: B

42. 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

43. The emissive displays are device that convert electrical energy into_____.

- A. light.
- B. image
- C. pixel
- D. colors

ANSWER: A

44. The plasma is also called as _____ displays.

- A. image.
- B. glass
- C. gas-discharge.
- D. glass-discharge

ANSWER: C

45. A beam of slow electrons excites only the outer_____ layer.

- A. blue.
- B. green
- C. white
- D. red

ANSWER: D

46. 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

47. LED stands for_____.

- A. Light Emitted Display.
- B. Light Emitting Display.
- C. Light Emitting Diode.
- D. Light Emit Diode.

ANSWER: C

48. The simplest model for a light emitter is _____.

- A. light source.
- B. open source.
- C. data source.

D. point source.

ANSWER: D

49. _____ 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

50. _____ is applied in an object by pre positioning along a straight line.

- A. Translation.
- B. Rotation
- C. Scaling
- D. Shearing

ANSWER: A

51. A _____ is a transformation that produces a mirror image of an object.

- A. reflection.
- B. shear
- C. translation
- D. rotation

ANSWER: A

52. _____ generally refers to any time sequence of visual changes in a scene.

- A. Computer animation.
- B. Graphics
- C. Visualization.
- D. Frame work.

ANSWER: A

53. A world coordinate area selected for display is called as _____.

- A. window.
- B. Viewport
- C. window-to-viewport.
- D. Viewing transformation.

ANSWER: A

54. 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

55. 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

56. An illumination model is also called as_____.

- A. lighting model.
- B. surface model.
- C. shading model.
- D. rendering model.

ANSWER: A

57. The scattered light is called as_____.

- A. specular reflection.
- B. source light.
- C. ambient light.
- D. defuse reflection.

ANSWER: D

58. 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

59. 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

60. 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

61. The scaling transformation alters the size of an_____.

- A. vector.
- B. edge
- C. side
- D. object

ANSWER: D

62. The set of unit vectors is called _____.

- A. vector basis.
- B. normal basis.
- C. orthogonal basis.
- D. base vectors.

ANSWER: B

63. A matrix with a single row or a single column represents a_____.

- A. vector.
- B. square
- C. row vector.
- D. column vector.

ANSWER: A

64. 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

65. Vector V is called the_____.

- A. world coordinate.
- B. view up vector.
- C. fixed-size.
- D. direction

ANSWER: B

66. 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

67. 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

68. 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

69. 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

70. The depth-buffer method is also called as_____.

- A. A-buffer.
- B. C-buffer
- C. Z-buffer
- D. W-buffer.

ANSWER: C

71. The most straight forward method for defining a motion square is_____ specification.

- A. higher.
- B. complete
- C. indirect
- D. direct

ANSWER: D

72. 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

73. _____ description is a typical task in an animation specification.

- A. Vector.
- B. Scene
- C. Frame
- D. Action

ANSWER: B

74. _____ system allows object motion characteristics to be specified as part of the object definitions.

- A. Parametric.
- B. Specialized
- C. Adjustable
- D. Parameterized

ANSWER: D

75. 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

76. Constant-intensity shading is also called as_____ shading.

- A. intensity.
- B. constant
- C. flat
- D. polygon

ANSWER: C

77. Procedure for determining visibility of object edges are referred to as _____ visibility methods.

- A. surface.
- B. window
- C. wireframe
- D. background

ANSWER: C

78. The A-buffer has two fields, the depth field and _____ field.

- A. surface.
- B. accumulate
- C. intensity
- D. pixel

ANSWER: C

79. 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

80. The emissive displays are devices that convert _____ energy to light

- A. electrical.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

81. The emissive displays are devices that convert electrical energy to _____.

- A. light.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

82. The non-emissive displays are devices that convert _____ to graphics pattern.

- A. sunlight.
- B. magnetic
- C. mechanical
- D. wind

ANSWER: A

83. _____ is also called as gas-discharge displays.

- A. LED.
- B. Plasma panel.
- C. LCD
- D. CRT

ANSWER: B

84. RGB color system with 24 bits of storage is also called as _____ color system.

- A. false.
- B. full
- C. half
- D. finite

ANSWER: B

85. 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

86. _____ modeling packages often provide a number of construction techniques.

- A. scale.
- B. solid
- C. view
- D. coordinate

ANSWER: B

87. _____ representations are useful for constructing 3D objects that possess translational, rotations or other symmetries.

- A. buffer.
- B. periodic
- C. sweep
- D. spline

ANSWER: C

88. The primary output device in a graphics system is _____.

- A. joy stick.
- B. light pen
- C. key board.
- D. Monitor

ANSWER: D

89. 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

90. 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

91. Proper deflection amounts are attained by adjusting the _____ through the coils.

- A. current.
- B. heat
- C. intensity
- D. voltage

ANSWER: A

92. The most common types of graphics monitor employing a CRT is the _____ scan.

- A. raster.
- B. random
- C. CRT
- D. electron

ANSWER: A

93. The term _____ refers to the total screen area.

- A. screen.
- B. gun
- C. frame
- D. pixel

ANSWER: C

94. 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

95. 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

96. Refresh rates are described in units of _____.

- A. pixel.
- B. meter
- C. hertz
- D. cubic

ANSWER: C

97. After refreshing each scan line is called the _____.

- A. vertical retrace.
- B. horizontal retrace.
- C. interlace
- D. buffer line.

ANSWER: B

98. Example of a random-scan display is _____.

- A. pen plotter.

- B. mouse
 - C. keyboard
 - D. printer
- ANSWER: A

99. Refresh _____ depends on the number of times to be displayed

- A. rate.
- B. times
- C. pixel
- D. system

ANSWER: A

100. Refresh display file is called the _____.

- A. display unit.
- B. display list.
- C. display processor.
- D. display file

ANSWER: A

101. _____ ball is a two dimensional positioning device.

- A. Mouse.
- B. Track
- C. Space
- D. Thumb

ANSWER: B

102. 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

103. _____ scanner with a resolution of 600 dots per inch.

- A. Desktop full-color.
- B. Flatbed
- C. Drum
- D. Color

ANSWER: B

104. Input devices used in particular applications are _____.

- A. trackball.
- B. space ball
- C. joystick
- D. data gloves

ANSWER: D

105. _____ 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

106. Buttons and switches are often used to input _____.

- A. numbers.
- B. inputs
- C. predefined Functions
- D. values

ANSWER: C

107. 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

108. _____ representations are useful for constructing 3D objects that possess translational, rotations or other symmetries.

- A. Buffer.
- B. Periodic
- C. Sweep
- D. Spline

ANSWER: C

109. _____ are common devices for entering scalar values.

- A. Dials.
- B. Keyboards
- C. Mouse
- D. Joystick

ANSWER: A

110. _____ are used to measure to dial rotations.

- A. Spectrometer.
- B. Voltmeter
- C. Potentiometer
- D. Ammeter

ANSWER: C

111. Digital devices are _____.

- A. digital clock.
- B. automobile speed meter.
- C. clock with a dial and two hands.
- D. all of them.

ANSWER: A

112. 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

113. _____ procedure accepts the coordinates of an inter point.

A. Scan fill.

B. Poly fill.

C. Boundary fill.

D. Area fill

ANSWER: C

114. _____ is applied to regions by displaying sets of parallel lines.

A. Line fill.

B. Hatch fill

C. Solid fill.

D. Empty fill.

ANSWER: B

115. Changes in orientation, size and shape are accomplished with _____.

A. geometric transformation.

B. translation

C. antialiasing

D. transposition

ANSWER: A

116. _____ 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

117. The translation distance pair (tx, ty) is called _____.

A. sector shift.

B. shift vector.

C. matrix vector.

D. coordinate vector

ANSWER: B

118. The applications of the _____ mouse include virtual reality, CAD, animation.

A. X

B. Optical

C. Optomechanical

D. Z

ANSWER: D

119. Space ball is used for _____ dimensional positioning.

A. 2.

B. 3

C. 1

D. 1 and 2.

ANSWER: B

120. 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

121. The Z mouse features three button, mouse ball underneath, _____ on the side.

- A. thumbwheel.
- B. mouse ball
- C. trackball
- D. underwheel

ANSWER: A

122. Joystick consist of _____

- A. stick.
- B. ball
- C. wheel
- D. ball

ANSWER: A

123. _____ transformation alters the size of an object.

- A. Rotation.
- B. Scaling
- C. Translation
- D. Transferring

ANSWER: B

124. Uniform scaling is produced that maintains relative object _____.

- A. shape.
- B. vector
- C. scalar
- D. proportions

ANSWER: D

125. 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

126. Unequal values of s_x and s_y results in _____ scaling.

- A. integral.
- B. differential
- C. same
- D. different

ANSWER: B

127. Uniform scaling of a circle is simple done by adjusting the _____.

- A. side.
- B. radius
- C. circumference
- D. area

ANSWER: B

128. _____ 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

129. The world coordinates area selected for display is called _____.

- A. window.
- B. glow
- C. view
- D. scene

ANSWER: A

130. An area on the display device to which a window is mapped is called _____.

- A. viewport.
- B. glow
- C. view
- D. scene

ANSWER: A

131. 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

132. The area of a picture that is selected for viewing is called _____.

- A. window.
- B. glow
- C. view
- D. scene

ANSWER: A

133. Translation is a _____ body transformation that moves objects without deformation.

- A. Rigid.
- B. Fixed
- C. Flexible
- D. Single

ANSWER: A

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

- A. Rotation.
- B. Scaling
- C. Translation
- D. Transformation

ANSWER: C

135. 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

136. Successive scaling operations are _____.

- A. additive
- B. subtractive
- C. multiplicative
- D. infinite

ANSWER: C

137. 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

138. _____ often involve inverse matrix calculations.

- A. Matrix transformation.
- B. Finite transformation matrix.
- C. Composite transformation.
- D. Infinite transformation matrix.

ANSWER: C

139. _____ is a transformation that produces a mirror image of an object.

- A. Shape.
- B. Vector
- C. Scalar
- D. Reflection

ANSWER: D

140. 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

141. 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

142. 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

143. _____ 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

144. 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

145. Stereoscopic devices present _____ views of the scene.

- A. 1
- B. 2
- C. 3
- D. 4

ANSWER: B

146. 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

147. _____ transformations can be used to modify object shape.

- A. Translation.
- B. Reflection
- C. Shear
- D. Scaling

ANSWER: C

148. _____ can be assigned as shear parameter.

- A. Integer.
- B. Real Number.
- C. Random Number.
- D. Floating Point.

ANSWER: B

149. Translation, rotation, scaling, reflection are examples of _____.

- A. point plotting.
- B. image transformation.
- C. graphics
- D. 2D transformation

ANSWER: D

150. Every vertex is the end point for at least _____ edge.

- A. 1
- B. 2
- C. 3
- D. 4

ANSWER: B

151. Each polygon has at least _____ shared edge

- A. 1
- B. 2
- C. 3
- D. 4

ANSWER: A

152. 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

153. 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

154. The easiest rotation axes to handle are those that are _____ to the coordinate.

- A. parallel.
- B. perpendicular
- C. straight
- D. opposite

ANSWER: A

155. _____ transformations can be used to modify object shape.

- A. Translation.
- B. Reflection
- C. Shear
- D. Scaling

ANSWER: C

156. 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

157. Different tints are produced by adding _____ pigment to the original color.

- A. red.
- B. blue
- C. black
- D. white

ANSWER: D

158. GKS stands for _____.

- A. graphical kernel system.
- B. graphics kernel system.
- C. graphics kernel symbol.
- D. graphics kernel systems.

ANSWER: A

159. The dominant frequency is also called as _____.

- A. saturation.
- B. luminance
- C. hue
- D. brightness

ANSWER: C

160. Data glove is used to grasp _____ object.

- A. binary.
- B. virtual
- C. existing
- D. real

ANSWER: B

161. _____ 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

162. 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

163. 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

164. 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

165. 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

166. _____ is the number of control points in a Beizer curves.

- A. Polynomial.
- B. Curve polynomial.
- C. Beizer polynomial.
- D. Beizer integer.

ANSWER: C

167. Natural objects can be realistically described with _____.

- A. natural geometry.
- B. similarity geometry.
- C. fractal geometry.
- D. euclidean geometry.

ANSWER: C

168. 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

169. 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

170. _____ 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

171. Sound pressure levels are measured in _____.

- A. decibels.
- B. ounce
- C. pound
- D. fathom

ANSWER: A

172. 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

173. Digital audio data is also called as _____.

- A. tracks.
- B. probable
- C. examples
- D. samples

ANSWER: D

174. In Windows, system sounds are _____ files.

- A. .rar.
- B. .wav.
- C. .3gp.
- D. .wmv.

ANSWER: B

175. The sampling frequencies often used in multimedia are _____.

- A. KHz.
- B. MHz
- C. GHz
- D. DHz

ANSWER: A

176. The value of each sample is rounded off to the nearest integer known as _____.

- A. samplization.
- B. quantization
- C. quantification
- D. digitations

ANSWER: B

177. The amount of information stored about each sample is the _____.

- A. sample no.
- B. sample volume.
- C. sample size.
- D. sample unit

ANSWER: C

178. LEDs operate on _____ frequencies.

- A. optical.
- B. infra
- C. infrared
- D. electro

ANSWER: C

179. Digitized sound is the _____ sound.

- A. sampled.
- B. covered
- C. diluted
- D. modified

ANSWER: A

180. Sample size are _____ bits.

- A. 2
- B. 4
- C. 6
- D. 8

ANSWER: D

181. MIDI sounds are typically stored in files with the _____ extensions.

- A. .MDI.
- B. .MID.
- C. .MIDI.
- D. .MDII.

ANSWER: B

182. A popular effect in which one image transforms into another is known as _____.

- A. animation.
- B. encrypting
- C. modifying
- D. morphing

ANSWER: D

183. HDTV stands for _____.

- A. high defined television.
- B. high definition television.

- C. higher definition television.
- D. higher defined television.

ANSWER: B

184. Light comes from an _____.

- A. electron.
- B. cathode
- C. atom
- D. radium

ANSWER: C

185. VGA stands for _____.

- A. video graphics array.
- B. visual graphics array.
- C. video graph array.
- D. visual graph array.

ANSWER: B

186. 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

187. A world coordinate area selected for display is called _____.

- A. window.
- B. view port
- C. view point
- D. section

ANSWER: A

188. The region against which an object is to clipped is called a _____.

- A. clipping.
- B. window
- C. view port
- D. clip window

ANSWER: D

189. 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

190. The region code of the clipping rectangle is _____.

- A. 0000.
- B. 0001
- C. 1000

D. 1111
ANSWER: A

191. A region code is a _____ digit binary code.
- A. 16
 - B. 8
 - C. 4
 - D. 2

ANSWER: C

192. 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

193. 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

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

ANSWER: A

195. 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

196. 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

197. _____ 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

198. A three dimensional object can also be represented using _____

- A. Method
- B. Equation
- C. Point
- D. line

ANSWER: B

199. 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

200. _____ 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

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