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VU Answer

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Question No : 1 of 52 Marks: 1 (Budgeted Time 1 Min)

Dot product of two vectors result in ---------- quantity,

Answer (Please select your correct option)

- Scalar

correct

- Vectors
- None of all
- Magnitude

Question No : 2 of 52 Marks: 1 (Budgeted Time 1 Min)

Einstein, among other well known names in the world of science, His theory of relativity maintains that space and time are merely different aspects of the -------- thing.

Einstein, among other well known names in the world of science, made a special study of time in relation to his research in physics. His theory of relativity maintains that space and time are merely different aspects of the same thing.

Answer (Please select your correct option)

- Non of the given
- Unknown
- Different
- Same

correct

Question No : 3 of 52 Marks: 1 (Budgeted Time 1 Min)

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has ---------- requirements.

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has unique requirements, the OpenGL code in many programs can be used as is. page 303

Answer (Please select your correct option)

- None of the given
- Compatibility
- Same
- Unique

correct

Question No : 4 of 52 Marks: 1 (Budgeted Time 1 Min)

The rate at which light intensity decreases at a greater distance is called as ----------.

Light in the real world loses its intensity as the inverse square of the distance from the light source to the surface being illuminated. However, when put into practice, this seemed to drop off the light intensity in too abrupt a manner and then not to vary too much after the light was far away.

page 290

Answer (Please select your correct option)

- Lambertian Shading
- Light Intensity
- Light Decrement
- Light Attenuation

corre

Question No : 5 of 52 Marks: 1 (Budgeted Time 1 Min)

In order to get a more realistic representation of lighting, we'll need to understand how light passes through a medium and how hitting the boundary layer at the ---------- of two media can affect light's properties.

To do this, we'll need to understand how light passes through a medium and how hitting the boundary layer at the intersection of two media can affect light's properties. page 296

Answer (Please select your correct option)

- Intersection — correct
- Union
- Endpoints
- Edges

Question No : 6 of 52 Marks: 1 (Budgeted Time 1 Min)

What makes this really challenging to model is that the index of refraction for most materials is a function of the---------- of the light. This means that not only is there a shift in the angle of refraction, but that the shift is different for differing ----------of light.

What makes this really challenging to model is that the index of refraction for most materials is a function of the wavelength of the light. This means that not only is there a shift in the angle of refraction, but that the shift is different for differing wavelengths of light.

page 299

Answer (Please select your correct option)

- Reflecting angle, Reflecting angle
- Refracting angle, Refracting angle
- Frequency, Frequency
- Wavelength, Wavelength

correct

Question No : 7 of 52 Marks: 1 (Budgeted Time 1 Min)

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

page 300

Answer (Please select your correct option)

- True

correct

- False

Question No : 8 of 52 Marks: 1 (Budgeted Time 1 Min)

NURBS stands for----------.

NURBS (Non Uniform Rational Beta Splines)

page 225

Answer (Please select your correct option)

- Non Universal Rational Binary Spline
- Non Uniform Rational Binary Splines
- Non Uniform Rational Beta Splines

correct

- Non Universal Rational Beta Splines

Question No : 9 of 52 Marks: 1 (Budgeted Time 1 Min)

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are ----------.

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are cubic polynomials.

page 331

Answer (Please select your correct option)

- Binary polynomials
- Mono polynomials
- Quadratic polynomials
- Cubic polynomials

correct

Question No : 10 of 52 Marks: 1 (Budgeted Time 1 Min)

With similar expressions for y(u) and z(u). Again the a, b, c and d terms are constant coefficients. As we did with Equation for a plane curve, we combine the x(u), y(u) , and z(u) expressions into a single vector equation P(u)=----------.

With similar expressions for y(u) and z(u). Again the a, b, c and d terms are constant coefficients. As we did with Equation for a plane curve, we combine the x(u), y(u) , and z(u) expressions into a single vector equation :

p(u) = au3 + bu2 + cu + d

page 331

Answer (Please select your correct option)

- Au4+bu3+cu2+d1
- Au3+bu2+cu2+d
- Au3+bu2+cu+d

correct

- Au2+bu1+cu+d

Question No : 11 of 52 Marks: 1 (Budgeted Time 1 Min)

To convert the information in the A matrix into that required for the P matrix, we do some simple matrix algebra, First we have UA=UNP then Simply
A=----------

To convert the information in the A matrix into that required for the P matrix, we do some simple matrix algebra, using Equations 9, 10 and 13. First we have
GP =UNP (14)
A = NP

pag 333

Answer (Please select your correct option)

- None of the given
- UP
- NP

correct

- UN

Question No : 12 of 52 Marks: 1 (Budgeted Time 1 Min)

Bezier curve is the ideal standard for representing the ---------- piecewise polynomial curves.

Bezier curve is the ideal standard for representing the more complex piecewise polynomial curves.

page 238

Answer (Please select your correct option)

- None of the given
- Non complex
- Most complex
- More complex

correct

Question No : 13 of 52 Marks: 1 (Budgeted Time 1 Min)

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the ---------- are perpendicular to the vector from the surface to the viewpoint.

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the normal vectors are perpendicular to the vector from the surface to the viewpoint.

pagw 345

Answer (Please select your correct option)

- None of the given
- Unit vectors
- Tangent vectors
- Normal vectors

correct

Question No : 14 of 52 Marks: 1 (Budgeted Time 1 Min)

A twenty-sided approximation to a sphere doesn't look good unless the image of the sphere on the screen is quite ----------, but there's an easy way to increase the accuracy of the approximation.

A twenty-sided approximation to a sphere doesn't look good unless the image of the sphere on the screen is quite small, but there's an easy way to increase the accuracy of the approximation.

Answer (Please select your correct option)

- Medium
- Large
- Small

correct

- None of the given

Question No : 15 of 52 Marks: 1 (Budgeted Time 1 Min)

A recursive ---------- technique can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied.

A recursive subdivision technique such as the one described in Example 5 can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied

Answer (Please select your correct option)

- None of the given
- Addition
- Multiplication
- Subdivision

correct

Question No : 16 of 52 Marks: 1 (Budgeted Time 1 Min)

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ---------- meaning broken, various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word fractus meaning broken, uneven: any of various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined." page 352

Answer (Please select your correct option)

- Fractus — correct
- Frectul
- Fratus
- Fractul

Question No : 17 of 52 Marks: 1 (Budgeted Time 1 Min)

The ---------- is most simple example that exhibits the property self similarity.

The fern is typical of many plants in that it exhibits self similarity

page 255

Answer (Please select your correct option)

- Mosse
- Fern
- Thohar
- None of the given

correct

Question No : 18 of 52 Marks: 1 (Budgeted Time 1 Min)

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a ----------.

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a camera.

page 372

Answer (Please select your correct option)

- None of the given
- Rendering
- Transformation
- Camera

correct

Question No : 19 of 52 Marks: 1 (Budgeted Time 1 Min)

Projection transformations, that construct a 4 × 4 matrix **M**, which is then multiplied by the coordinates of each vertex v in the scene to accomplish the transformation **v'=Mv,** Remember that vertices always have ---------- coordinates, though in most cases w is 1 and for two-dimensional data z is 0.

To specify viewing, modeling, and projection transformations, we construct a 4 × 4 matrix M, which is then multiplied by the coordinates of each vertex v in the scene to accomplish the transformation (Remember that vertices always have four coordinates (x, y, z, w), though in most cases w is 1 and for two-dimensional data z is 0.)

Answer (Please select your correct option)

- One

page 373

- Two
- Four

correct

- Three

Question No : 20 of 52 Marks: 1 (Budgeted Time 1 Min)

The viewing transformation can be specified, the current matrix is set to the ---------- matrix with glLoadIdentity(). This step is necessary since most of the transformation commands multiply the current matrix by the specified matrix and then set the result to be the current matrix.

the current matrix is set to the identity matrix with glLoadIdentity(). This step is necessary since most of the transformation commands multiply the current matrix by the specified matrix and then set the result to be the current matrix. pag 375

Answer (Please select your correct option)

- Rectangular
- Square
- Identity

correct

- Normal

Question No : 21 of 52 Marks: 1 (Budgeted Time 1 Min)

---------- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Two basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

page 376

Answer (Please select your correct option)

- Five
- Two

correct

- Three
- Four

Question No : 22 of 52 Marks: 1 (Budgeted Time 1 Min)

Rendering a Lit Sphere having steps required to add lighting to our scene. Define ---------- vectors for each vertex of all the objects. These vectors determine the orientation of the object relative to the light sources.

Rendering a Lit Sphere
These are the steps required to add lighting to our scene. Define NORMAL vectors for each vertex of all the objects. These NORMALS determine the orientation of the object relative to the light sources.

page 398

Answer (Please select your correct option)

- Unit
- Normal

correct

- Transformation
- None of given

Question No : 23 of 52 Marks: 1 (Budgeted Time 1 Min)

Triangle fans, conceptually, look like the folding fans you see in shops.

Triangle fans, conceptually, look like the folding fans you see in Asian souvenir shops.

Answer (Please select your correct option)

- False
- True

correct

Question No : 24 of 52 Marks: 1 (Budgeted Time 1 Min)

Dark lights are nothing more than lights in which one or more of the color values are_____.

Answer (Please select your correct option)

- Unknown
- Negative
- Null
- Positive

correct

Question No : 25 of 52 Marks: 1 (Budgeted Time 1 Min)

Which is the oldest in given types of the shading?

nai pta

Answer (Please select your correct option)

- Flat Shading
- Phong Shading
- None of all
- Gouraud Shading

Question No : 26 of 52 Marks: 1 (Budgeted Time 1 Min)

_____ is used for circumference of a circle.

The perimeter C of a circle is called the circumference, and is given by
$C = 2 \pi r$

page 59

Answer (Please select your correct option)

- 2r
- $2 \pi c$
- 2π
- None of the given

correct

Question No : 27 of 52 Marks: 1 (Budgeted Time 1 Min)

Both Boundary Filling and Flood filling algorithms are _____ than scan line filling algorithm.

nai pta

Answer (Please select your correct option)

- None of the given
- Better

ya lag rha ha

- Worse
- Almost same

Question No : 28 of 52 Marks: 1 (Budgeted Time 1 Min)

Save a line with both endpoints inside all clipping boundaries is called as _____.

Trivial Accept - save a line with both endpoints inside all clipping boundaries.

page 141

Answer (Please select your correct option)

- None of the given
- Total inside
- Trivial Reject
- Trivial Accept

correct

Question No : 29 of 52 Marks: 1 (Budgeted Time 1 Min)

Tomography is the technique used in _____.

Answer (Please select your correct option)

- X-rays photography

correct

- Pixel paint
- Entertainment
- Artis's paintbrush

Question No : 30 of 52 Marks: 1 (Budgeted Time 1 Min)

_____ polygons are clipped correctly by Sutherland-Hodgeman Algorithm.

The Sutherland-
Hodgeman clipping algorithm clips any polygon against a convex clip polygon.

248

Answer (Please select your correct option)

- Convex

correct chek may b all but mention with this only

- Concave
- Complex
- All of the given

Question No : 31 of 52 Marks: 1 (Budgeted Time 1 Min)

The axonometric projection is _____ where the direction of projection makes same angle with all three axes.

The most common axonometric projection is an isometric projection where the projection plane intersects each coordinate axis in the model coordinate system at an equal distance or the direction of projection makes equal angles with all of the three principal axes

page 196

Answer (Please select your correct option)

- Oblique projection
- Trimetric projection
- Diametric projection
- Isometric projection

correct

Question No : 32 of 52 Marks: 1 (Budgeted Time 1 Min)

Texture mapping is a technique for interpolating _____ over the triangle being rasterized.

Texture mapping is a technique for interpolating an image over the triangle being rasterized.

page 218

Answer (Please select your correct option)

- None of the given
- Colors in the image
- Image

correct

- Shape in image

Question No : 33 of 52 Marks: 1 (Budgeted Time 1 Min)

We want our scene to look more realistic, we should use _____ lights.

Answer (Please select your correct option)

- Point
- Parallel
- Spot
- None of the given

correct

Question No : 34 of 52 Marks: 1 (Budgeted Time 1 Min)

_____ can be defined as a mapping of point **P(x, y, z)** onto its image **P`(x`, y`, z`)** in the view plane which constitutes the display surface.

Projection can be defined as a mapping of point P(x,y,z) onto its image P`(x`,y`,z`) in the projection plane or view plane, which constitutes the display surface page 262

Answer (Please select your correct option)

- Mapping plane
- Three Coordinate Planes
- View plane
- Projection

correct

Question No : 35 of 52 Marks: 1 (Budgeted Time 1 Min)

The reflected light wave turns out to be a / an _____ case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

The reflected light wave turns out to be a simple case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

page 296

Answer (Please select your correct option)

- Unknown
- Simple

correct

- Complex
- Abnormal

Question No : 36 of 52 Marks: 1 (Budgeted Time 1 Min)

Computer graphics is very helpful in producing graphical representations for scientific visualization.

Computer graphics is very helpful in producing graphical representations for scientific visualization

page 9

Answer (Please select your correct option)

- False
- True

correct

Question No : 37 of 52 Marks: 1 (Budgeted Time 1 Min)

When light strike with the thick colored lacquer surface it perform the following steps.

Consider a thick colored lacquer surface. The lacquer itself is transparent, but suspended in the lacquer are reflective pigment off of which light gets reflected,

page 241

Answer (Please select your correct option)

- reflected — correct
- bounced, altered
- split, shifted
- All of the given

Question No : 38 of 52 Marks: 1 (Budgeted Time 1 Min)

Spotlights have ____angles associated with them.

Spotlights have two angles associated with them.

page 244

Answer (Please select your correct option)

- 2 correct
- 3
- 4
- 5

Question No : 39 of 52 Marks: 1 (Budgeted Time 1 Min)

There are various types of transformations as we have seen, in case of 2D transformations, these include:

Answer (Please select your correct option)

- Scaling
- Rotation
- Translation
- All of the given

Question No : 40 of 52 Marks: 1 (Budgeted Time 1 Min)

When we perform the rotation about Z-axis

$x' = x \cos\theta$

$y' = y \sin\theta$

The value of

Answer (Please select your correct option)

- $\sin\theta$
- $\tan\theta$
- $\cos\theta$
- z

correct

Question No : 1 of 52 Marks: 1 (Budgeted Time 1 Min)

Computer animation is a form of----------

Answer (Please select your correct option)

- Colour printer output
- Video graphics
- CAD/CAM
- LCD

Question No : 2 of 52 Marks: 1 (Budgeted Time 1 Min)

TV series are made as simply as possible from the animation point of view. This approach is generally known as ----------.

Answer (Please select your correct option)

- Low animation
- High resolution
- Full animation
- Limited animation

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has ----- --- requirements.

Answer (Please select your correct option)

- Compatibility
- Same
- Unique 
- None of the given

Coordinate systems are the measured frames of reference within which geometry is defined, manipulated and viewed.

Answer (Please select your correct option)

- True 
- False

Question No : 5 of 52 Marks: 1 (Budgeted Time 1 Min)

glutReshapeWindow requests a change in the size of the *current window*. The width and height parameters are size extents in pixels. The width and height must be ---------- values.

Answer (Please select your correct option)

- Non of the given
- Neutral
- Negative
- Positive ✓

The glClearColor function specifies the red, green, blue, and alpha values used by glClear to clear the color buffers. Values specified by glClearColor are clamped to the range ----------.

Answer (Please select your correct option)

- [0,-1]
- [-1,1]
- [.5,1]
- [0,1]

if we assign a different value to the parametric variable for the intermediate point, then we obtain different values for the coefficients. This, in turn, means that a different curve is produced, although it passes through the ----------three points.

Answer (Please select your correct option)

- None of the given
- Isolate
- Different
- Same

NURBS stands for----------.

Answer (Please select your correct option)

- Non Universal Rational Binary Spline
- Non Uniform Rational Binary Splines
- Non Uniform Rational Beta Splines 
- Non Universal Rational Beta Splines

A point is defined as [ax, ay, az, a]^T where "a" can be ANY value.

Answer (Please select your correct option)

- True
- False

Question No : 10 of 52 Marks: 1 (Budgeted Time 1 Min)

An orthogonal set of vectors----------

Answer (Please select your correct option)

- Must be a set of linearly independent vectors
- Must be a set of linearly dependent vectors
- Must be made up of the basis vectors (e1, e2, and e3)
- Can be made up of any set of vectors

Question No : 11 of 52 Marks: 1 (Budgeted Time 1 Min)

Bezier curve is the ideal standard for representing the ---------- piecewise polynomial curves.

Answer (Please select your correct option)

- None of the given
- Non complex
- Most complex
- More complex

Question No : 12 of 52 Marks: 1 (Budgeted Time 1 Min)

Keep polygon orientations consistent to make sure that when viewed from the outside, all the polygons on the surface are oriented in the same direction.

Answer (Please select your correct option)

- None of the given
- Neither
- Different
- Same

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the ---------- are perpendicular to the vector from the surface to the viewpoint.

Answer (Please select your correct option)

- None of the given
- Unit vectors
- Tangent vectors
- Normal vectors

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ---------- meaning broken, various extremely irregular curves or shapes that repeat themselves at an scale on which they are examined."

Answer (Please select your correct option)

- Fractus ✓
- Frectul
- Fratus
- Fractul

Question No : 15 of 52 Marks: 1 (Budgeted Time 1 Min)

The ---------- is most simple example that exhibits the property self similarity.

Answer (Please select your correct option)

- None of the given
- Thohar
- Mosse
- Fern

Question No : 16 of 52 Marks: 1 (Budgeted Time 1 Min)

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a ----------.

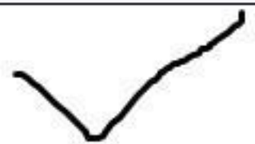
Answer (Please select your correct option)

- None of the given
- Rendering
- Transformation
- Camera

The viewing and modeling transformations are combined to form the ---------- matrix, which is applied to the incoming object coordinates to yield eye coordinates.

Answer (Please select your correct option)

- Two
- Square
- Viewport
- Modelview



Question No : 18 of 52 Marks: 1 (Budgeted Time 1 Min)

---------- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Answer (Please select your correct option)

- Five
- Two
- Three
- Four

At a physical surface, our eye's perception of the colour depends on the distribution of photon energies that arrive and trigger our ---------- cells. Those photons come from a light source or combination of sources, some of which are absorbed and some are reflected by the surface.

Answer (Please select your correct option)

- Lens
- Eye
- Cone ✓
- Retina

Question No : 20 of 52 Marks: 1 (Budgeted Time 1 Min)

In the Phong reflection model, there are 3 constants (a, b, c) which are used to describe the qualities of which of the following phenomena?

Answer (Please select your correct option)

- The attenuation of a point light source with distance
- The size (in each dimension) which the light is assumed to have
- The amount to perturb reflection vectors as they are mirrored across the normal
- The material reaction to ambient, diffuse and specular light (respectively)

Question No : 21 of 52 Marks: 1 (Budgeted Time 1 Min)

When obtaining normals for a triangle, which of the following mathematical constructs is NOT used?

Answer (Please select your correct option)

- Point-Point subtraction
- Vector normalization
- Vector cross products
- Vector dot products

Dark lights are nothing more than lights in which one or more of the color values are_____.

Answer (Please select your correct option)

- Unknown
- Negative
- Null
- Positive

Question No : 23 of 52 Marks: 1 (Budgeted Time 1 Min)

The traditional approach in real-time computer graphics has been to calculate lighting at a vertex as a sum of the _____ light.

Answer (Please select your correct option)

- Diffuse, and specular
- Ambient
- Ambient, diffuse, and specular
- Specular ✓

Unlike ambient light, the intensity of diffuse light is directional and is a function of the angle of the incoming light and the surface. This type of shading is called Lambertian shading after Lambert _____law.

Answer (Please select your correct option)

- Perpendicular
- Cosine
- Sine
- Tangent

Question No : 25 of 52 Marks: 1 (Budgeted Time 1 Min)

There are _____ basic types of polygon.

Answer (Please select your correct option)

- 2
- 3 ✓
- 4
- 10

Question No : 26 of 52 Marks: 1 (Budgeted Time 1 Min)

_____ polygons are basically concave polygons that may have self-intersecting edges.

Answer (Please select your correct option)

- Complex
- None of the given
- Hybrid
- Convex

Question No : 27 of 52 Marks: 1 (Budgeted Time 1 Min)

The boundary-fill method requires the coordinates of _____.

Answer (Please select your correct option)

- Starting point
- Filling colour
- Boundary colour
- All of the given

Question No : 28 of 52 Marks: 1 (Budgeted Time 1 Min)

A polygon is usually defined by a sequence of vertices and _____. (Choose best suitable option)

Answer (Please select your correct option)

- Ending lines
- Edges
- Circles
- None of the given

Question No : 29 of 52 Marks: 1 (Budgeted Time 1 Min)

A three-dimensional reflection can be performed relative to a selected reflection _____.

Answer (Please select your correct option)

- None of the given
- Plane
- Axis
- Both Axis and plane

Question No : 30 of 52 Marks: 1 (Budgeted Time 1 Min)

_____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

Answer (Please select your correct option)

- Translation
- Reflection
- Shear
- Rotation

The_____ technique has the direction of projection perpendicular to the viewing plane, but the viewing direction is NOT perpendicular to one of the principle faces.

Answer (Please select your correct option)

- Oblique Parallel Projection
- Axonometric Parallel Projection
- Orthographic Parallel Projection
- None of the given

Question No : 32 of 52 Marks: 1 (Budgeted Time 1 Min)

We want our scene to look more realistic, we should use _____ lights.

Answer (Please select your correct option)

- Point
- Parallel
- Spot
- None of the given

Question No : 33 of 52 Marks: 1 (Budgeted Time 1 Min)

Lambertian shading was used mostly back when computers weren't fast enough to do _____ in real time.

Answer (Please select your correct option)

- Gouraud shading 
- Shading in which triangles painted with single solid color
- Processing
- None of the given

Question No : 34 of 52 Marks: 1 (Budgeted Time 1 Min)

In case of _____ , we'll get dull and diffused view.

p 294

Answer (Please select your correct option)

- Backscattering
- Forward scattering
- Both Backscattering and Forward scattering
- None of the given

The reflected light wave turns out to be a / an _____ case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

Answer (Please select your correct option)

- Unknown
- Simple 
- Complex
- Abnormal

Question No : 36 of 52 Marks: 1 (Budgeted Time 1 Min)

A line may have three forms with respect to it's _____.

Answer (Please select your correct option)

- Slop
- Plan
- Points
- None of the given

Question No : 37 of 52 Marks: 1 (Budgeted Time 1 Min)

If the value of scaling factors S_x and S_y is greater than 1, then size of objects will be _____.

Answer (Please select your correct option)

- Reduced
- Enlarged
- Remain same
- None of the given

Question No : 38 of 52 Marks: 1 (Budgeted Time 1 Min)

We maintain the saturation of color values by using

Answer (Please select your correct option)

- Clamping
- Scaling
- Shifting
- all of the given ✓

There are various types of transformations as we have seen, in case of 2D transformations, these include:

Answer (Please select your correct option)

- Scaling
- Rotation
- Translation
- All of the given

Question No : 40 of 52 Marks: 1 (Budgeted Time 1 Min)

In 24-bit display ____number of different colors can be displayed.

p 227

Answer (Please select your correct option)

- 256^3
- 256^7
- 256^5
- 256^6

Each hyperbola consists of two ----------

Answer (Please select your correct option)

- Vertices
- Nodes
- Branches  p 70

Question No : 2 of 52 Marks: 1 (Budgeted Time 1 Min)

Computer animation is a form of----------

Answer (Please select your correct option)

- Colour printer output
- Video graphics
- CAD/CAM
- LCD

Question No : 3 of 52 Marks: 1 (Budgeted Time 1 Min)

An independent consortium, the OpenGL Architecture Review Board, guides the OpenGL specification. With broad industry support, OpenGL is the only truly open, vendor-neutral, ---------- graphics standard.

Answer (Please select your correct option)

- Tertiary
- Binary
- Single platform
- Multiplatform

Question No : 4 of 52 Marks: 1 (Budgeted Time 1 Min)

All OpenGL applications produce consistent visual display results on any OpenGL API-compliant hardware, ---------- of operating system or windowing system.

Answer (Please select your correct option)

- Regardless
- With respect
- Kernel
- Libraries

Question No : 5 of 52 Marks: 1 (Budgeted Time 1 Min)

In order to get a more realistic representation of lighting, we'll need to understand how light passes through a medium and how hitting the boundary layer at the ---------- of two media can affect light's properties.

Answer (Please select your correct option)

- Intersection
- Union
- Endpoints
- Edges

Question No : 6 of 52 Marks: 1 (Budgeted Time 1 Min)

Using a lighting model based upon the Blinn Phong model means that we'll always get a uniform specular highlight based upon the colour of the ---------- light and material, which means that all reflections based on this model, will be reminiscent of plastic.

Answer (Please select your correct option)

- Union
- Refracting
- Intersection
- Reflecting

Question No : 7 of 52 Marks: 1 (Budgeted Time 1 Min)

The value returned is a unique small integer identifier for the window. The range of allocated identifiers starts at ----------. This window identifier can be used when calling glutSetWindow.

Answer (Please select your correct option)

- Three
- Two
- One
- Zero

Question No : 8 of 52 Marks: 1 (Budgeted Time 1 Min)

_____sets the global idle call back to be 'func' so a GLUT program can perform background processing tasks or continuous animation when window system events are not being received.

Answer (Please select your correct option)

- glutIdleFunc
- glutMainLoop
- glutDisplayFunc
- glutReshapeFunc

Question No : 9 of 52 Marks: 1 (Budgeted Time 1 Min)

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are ----------.

Answer (Please select your correct option)

- Binary polynomials
- Mono polynomials
- Quadratic polynomials
- Cubic polynomials ✓

Question No : 10 of 52 Marks: 1 (Budgeted Time 1 Min)

A point is defined as $[ax, ay, az, a]^T$ where "a" can be ANY value.

Answer (Please select your correct option)

- True
- False

Given the vector [1, 2, 3, 0]T and the point [3, 2, 1, 1]T, the equation for the plane defined by them is

Answer (Please select your correct option)

- $1x + 2y + 3z + 10 = 0$
- $3x + 2y + 1z + 10 = 0$
- $1x + 2y + 3z - 10 = 0$
- $3x + 2y + 1z - 10 = 0$

Question No : 12 of 52 Marks: 1 (Budgeted Time 1 Min)

Which of the following affine transforms does NOT affect vectors?

Answer (Please select your correct option)

- Shear
- Rotation
- Scale
- Translation

Question No : 13 of 52 Marks: 1 (Budgeted Time 1 Min)

Bezier curve is the ideal standard for representing the ---------- piecewise polynomial curves.

Answer (Please select your correct option)

- None of the given
- Non complex
- Most complex
- More complex

Question No : 14 of 52 Marks: 1 (Budgeted Time 1 Min)

Keep polygon orientations consistent to make sure that when viewed from the outside, all the polygons on the surface are oriented in the same direction.

Answer (Please select your correct option)

- Neither
- Different
- Same
- None of the given

Unless the surface is to be drawn only once, you should probably save the calculated vertex and normal coordinates so that the calculations don't need to be repeated each time that the ---------- - is drawn.

Answer (Please select your correct option)

- Rectangle
- Polygon
- Surface 
- Triangle

Question No : 16 of 52 Marks: 1 (Budgeted Time 1 Min)

A recursive ---------- technique can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied.

Answer (Please select your correct option)

- None of the given
- Addition
- Multiplication
- Subdivision

Fractal are geometric patterns that is repeated at ever smaller scales to produce ---------- shapes and surfaces that can not be represented by classical geometry.

Answer (Please select your correct option)

- None of the given
- Linear
- Regular
- Irregular

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ---------- meaning broken, various extremely irregular curves or shapes that repeat themselves at an scale on which they are examined."

Answer (Please select your correct option)

- Fractus
- Frectul
- Fratus
- Fractul

Question No : 19 of 52 Marks: 1 (Budgeted Time 1 Min)

A correspondence must be established between the transformed coordinates and screen ----------. This is known as a viewport transformation.

Answer (Please select your correct option)

- Edges
- Vertices
- Coordinates
- Pixels ✓

Question No : 20 of 52 Marks: 1 (Budgeted Time 1 Min)

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a ----------.

Answer (Please select your correct option)

- None of the given
- Rendering
- Transformation
- Camera

Question No : 21 of 52 Marks: 1 (Budgeted Time 1 Min)

OpenGL applies the projection matrix to yield ------ coordinates. This transformation defines a viewing volume.

Answer (Please select your correct option)

- Three
- Four
- Clip
- Normal

Question No : 22 of 52 Marks: 1 (Budgeted Time 1 Min)

---------- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Answer (Please select your correct option)

- Five
- Two 
- Three
- Four

Which of the following describes the purpose of the ε (epsilon) portion of the rendering equation?

Answer (Please select your correct option)

- Emitted light from p' towards p
- Intensity of light from p' to p
- Geometry function (0 if p' not visible from p, 1/r2 otherwise)
- Reflection of light from p" across p' to p

Question No : 24 of 52 Marks: 1 (Budgeted Time 1 Min)

In the Phong reflection model, there are 3 constants (a, b, c) which are used to describe the qualities of which of the following phenomena?

Answer (Please select your correct option)

- The attenuation of a point light source with distance
- The size (in each dimension) which the light is assumed to have
- The amount to perturb reflection vectors as they are mirrored across the normal
- The material reaction to ambient, diffuse and specular light (respectively)

Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.

Answer (Please select your correct option)

- False 
- True

Question No : 26 of 52 Marks: 1 (Budgeted Time 1 Min)

A straight line can be moved to another location by applying _____ to each of the line endpoints and redrawing the line between the new coordinates.

Answer (Please select your correct option)

- Rotation
- Translation
- Reflection
- Scaling factor

Question No : 27 of 52 Marks: 1 (Budgeted Time 1 Min)

Because clipping against one edge is independent of all others,so it is impossible to arrange the clipping stages in a pipeline.

Answer (Please select your correct option)

- True
- False

Question No : 28 of 52 Marks: 1 (Budgeted Time 1 Min)

Tomography is the technique used in _____.

Answer (Please select your correct option)

- X-rays photography
- Pixel paint
- Entertainment
- Artis's paintbrush

Question No : 29 of 52 Marks: 1 (Budgeted Time 1 Min)

In _____ algorithm, old color must be read before it is invoked.

Answer (Please select your correct option)

- Scan line filling
- Flood fill
- Both scan line and flood fill
- None of the given

Question No : 30 of 52 Marks: 1 (Budgeted Time 1 Min)

In Trivial acceptance/reject test there are four bits of nine regions, Bit3 represents condition _____.

Answer (Please select your correct option)

- Outside half plane of left edge, to the left of left edge X < Xmin
- Outside half plane of right edge, to the right of right edge X > Xmax p 143
- Outside half plane of bottom edge, below bottom edge Y < Ymin
- Outside half plane of top edge, above top edge Y > Ymax

Question No : 31 of 52 Marks: 1 (Budgeted Time 1 Min)

The dot product of two vectors A and B is _____, iff the angle between them is less than 90 or greater than 270 degrees.

Answer (Please select your correct option)

- Greater than zero (0)
- Less than zero (0)
- Equal to Zero (0)
- None of the given

Question No : 32 of 52 Marks: 1 (Budgeted Time 1 Min)

We want our scene to look more realistic, we should use _____ lights.

Answer (Please select your correct option)

- Point
- Parallel
- Spot
- None of the given

Question No : 33 of 52 Marks: 1 (Budgeted Time 1 Min)

Lambertian shading was used mostly back when computers weren't fast enough to do _____ in real time.

Answer (Please select your correct option)

- Gouraud shading
- Shading in which triangles painted with single solid color
- Processing
- None of the given

Because clipping against _____ edge / edges is independent of all others, it is possible to arrange the clipping stages in a pipeline.

Answer (Please select your correct option)

- Four
- One
- Two
- Three

Question No : 35 of 52 Marks: 1 (Budgeted Time 1 Min)

In case of _____ , we'll get dull and diffused view.

Answer (Please select your correct option)

- Backscattering
- Forward scattering
- Both Backscattering and Forward scattering
- None of the given

Question No : 36 of 52 Marks: 1 (Budgeted Time 1 Min)

A line may have three forms with respect to it's _____.

Answer (Please select your correct option)

- Slop
- Plan
- Points
- None of the given

Question No : 37 of 52 Marks: 1 (Budgeted Time 1 Min)

We can draw the circle using _____.

Answer (Please select your correct option)

- Pentane
- Hexanes
- Trident
- Octants

Question No : 38 of 52 Marks: 1 (Budgeted Time 1 Min)

We maintain the saturation of color values by using

Answer (Please select your correct option)

- Clamping
- Scaling
- Shifting
- all of the given ✓

Question No : 39 of 52 Marks: 1 (Budgeted Time 1 Min)

There are various types of transformations as we have seen, in case of 2D transformations, these include:

Answer (Please select your correct option)

- Scaling
- Rotation
- Translation
- All of the given

When we perform the rotation about Z-axis

$x' = x \cos\theta$

$y' = y \sin\theta$

The value of

Answer (Please select your correct option)

- $\sin\theta$
- $\tan\theta$
- $\cos\theta$
- z

$x' = x\cos\theta$

$y' = y\sin\theta$

The value of

$z' =$ ____

Answer (Please select your correct option)

- $\sin\theta$
- $\tan\theta$
- $\cos\theta$
- z