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

Interlacing the horizontal refresh ----------

Answer (Please select your correct option)

- Is no longer used in any system
- Is necessary because of the shape of the rods in the human eye
- Is distracting and can cause eye fatigue
- Fools the human eye into thinking the horizontal refresh rate is faster



Correct answe
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Question No : 2 of 26 Marks: 1 (Budgeted Time 1 Min)

It is safe to assume that all raster-type monitors can accept the same input

Answer (Please select your correct option)

- False
- True



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Question No : 3 of 26 Marks: 1 (Budgeted Time 1 Min)

Both Boundary Filling and Flood filling algorithms are non-recursive techniques,

Answer (Please select your correct option)

- False
- True

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Question No : 4 of 26 Marks: 1 (Budgeted Time 1 Min)

When defining a mesh of triangles that define the boundary of a solid, you set it up so that all of the triangles along the skin are ordered _____when viewed from the outside.

Answer (Please select your correct option)

- Perpendicular
- Parallel
- Clockwise
- Anticlockwise

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Question No : 5 of 26 Marks: 1 (Budgeted Time 1 Min)

We can not explain relationship between X, Y and Z coordinates using the left hand rule.

Answer (Please select your correct option)

- False
- True



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Question No : 6 of 26 Marks: 1 (Budgeted Time 1 Min)

A ----------is the set of all points (x, y) that are the same distance from the directrix and focus not on the directrix.

Answer (Please select your correct option)

- Circle
- Hyperbola
- Parabola ⇦

Correct answer solve by hadi
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Question No : 7 of 26 Marks: 1 (Budgeted Time 1 Min)

Rotating a point requires that you know the coordinates for the point, and also know the rotation angles.

Answer (Please select your correct option)

- False
- True



Correct answer solve by hadi
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Question No : 8 of 26 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



Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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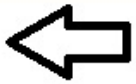
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Question No : 9 of 26 Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

- None of the given
- Better
- Worse
- Almost same



Correct answer solve by hadi
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Question No : 10 of 26 Marks: 1 (Budgeted Time 1 Min)

Discard a line with both endpoints outside clipping boundaries is called as ----------

Answer (Please select your correct option)

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



Correct answer solve by hadi
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Question No : 11 of 26 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



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Question No : 12 of 26 Marks: 1 (Budgeted Time 1 Min)

If the polygons are filled, line-clipping techniques are sufficient to clip it.

Answer (Please select your correct option)

- True
- False



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Question No : 13 of 26 Marks: 1 (Budgeted Time 1 Min)

According to the architecture of raster graphics system, display processor memory will act as _____.

Answer (Please select your correct option)

- Video controller
- System memory
- Frame buffer
- None of the given

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but reserved for the frame buffer

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Question No : 14 of 26 Marks: 1 (Budgeted Time 1 Min)

In video text memory, _____ are used to display a character.

Answer (Please select your correct option)

- 2 bytes 
- 4 bytes
- 8 bytes
- 16 bytes

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Question No : 15 of 26 Marks: 1 (Budgeted Time 1 Min)

Various curve functions are useful in _____.

Answer (Please select your correct option)

- Object modeling 
- Graphics applications
- All of the given
- Animation path specifications

Correct answer solve by hadi
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Question No : 16 of 26 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

Correct answer solve by hadi
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Question No : 17 of 26 Marks: 1 (Budgeted Time 1 Min)

In _____ projection, lines which are perpendicular to the projection plane are projected at _____.

Answer (Please select your correct option)

- Cabinet , 1/2 length ⇦ Correct answer solve by hadi More detail: usmanraj20@gmail.com 194
- Cavalier , 1/2 length
- Cabinet , No change in length
- Cavalier , No change in length

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Question No : 18 of 26 Marks: 1 (Budgeted Time 1 Min)

This projection technique has the direction of projection perpendicular to the viewing plane, and the viewing direction is perpendicular to one of the principle faces.

Answer (Please select your correct option)

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

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Question No : 19 of 26 Marks: 1 (Budgeted Time 1 Min)

First step of triangle rasterization is to be able to _____ a solid filled triangle.

Answer (Please select your correct option)

- Rotate
- Render
- Redraw
- None of the given

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Correct answer solve by hadi
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Question No : 20 of 26 Marks: 1 (Budgeted Time 1 Min)

Computer Graphics are used in _____.

Answer (Please select your correct option)

- Game development
- Movies development
- Simulations
- All of the given

Correct answer solve by hadi
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Question No : 21 of 26 Marks: 2 (Budgeted Time 4 Min)

Write down which type of professionals uses y-up versus z-up coordinate system?



Answer (Please click here to Add Answer)

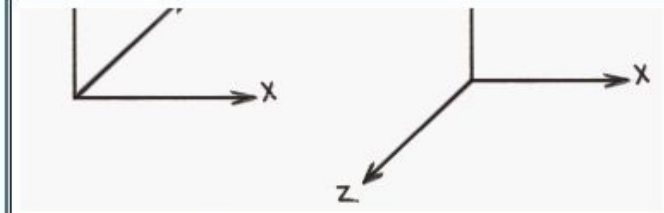
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Question No : 21 of 26 Marks: 2 (Budgeted Time 4 Min)



Answer (Please click here to Add Answer)

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Question No : 22 of 26 Marks: 2 (Budgeted Time 4 Min)

Explain the term "Modeling" in context of 3D coordinate system.

Answer (Please click here to Add Answer)

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Question No : 23 of 26 Marks: 3 (Budgeted Time 6 Min)

In which situation intersection between a Line and Plane occurs?

Answer (Please click here to Add Answer)

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Question No : 24 of 26 Marks: 3 (Budgeted Time 6 Min)

How can we express the rotation of an object by using Homogeneous Coordinates in matrices form?

Answer (Please click here to Add Answer)

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Question No : 25 of 26 Marks: 5 (Budgeted Time 10 Min)

When we discuss 3D transformations, explain the concept of translation with the help of example.

Answer (Please click here to Add Answer)

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Question No : 26 of 26 Marks: 5 (Budgeted Time 10 Min)

Apply the following transformations on the point P(x,y) = (4,5).

1. Translate using Tx = 3 and Ty = 2
2. Scale using Sx = 2 and Sy = 1

Answer (Please click here to Add Answer)

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Best of luck!

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