

VIRTUAL UNIVERSITY OF PAKISTAN

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CORRECT ANSWER SOLVED BY HADI
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(Final Term Past Paper)



MADE AND SOLVED BY TEAM HADI

WARNING: Team HADI is not responsible for any mistake or wrong answer. All students reading and using this document may check and confirm the answers at their own.



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Best of luck!

مہربانی کر کے میری امی جان کے لیے دعا کر دینا اُن کی ۲۰۲۱ میں وافات ہوگی تھی، شکریہ (ہادی)

FINAL TERM PAST PAPER SOLVED BY TEAM HADI VU CODE: CS602

Question 1: Computer animation is a form of_____.

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

Question 2: TV series are made as simply as possible from the animation point of view. This approach is generally known as -----

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

Question 3: _____ sets the reshape callback for the current window. The reshape callback is triggered when a window is reshaped.

- glutMainLoop
- glutIdleFunc
- **glutReshapeFunc**
- glutDisplayFunc

Question 4: The matrix generated by gluPerspective is multiplied by the current matrix, just as if glMultMatrix were called with the generated matrix. To load the perspective matrix onto the current matrix stack instead, precede the call to gluPerspective with a call to _____

- Gl Rotated
- **GluPerspective**
- Gl Translated
- Gl LoadIdentity

Question 5: We allow the parametric variable to take on values only in the interval-

-
- $0 \leq u \leq 2$
- $0 \leq u \leq 3$
- **$0 \leq u \leq 1$**
- $0 \leq u \leq 4$
- Question 6: If you want a rotation of 270 degrees around the z-axis, the value in the first row, second column should be -----
- $-\cos(270)$
- $\cos(270)$
- **$-\sin(270)$ check it**
- $\sin(270)$

Question 7: 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.

- Medium

- Large
- **Small**
- None of the given

Question 8: This concept of dimension can be described both intuitively and mathematically. Intuitively we say that a line is _____ dimensional.

- Four
- Three
- Two
- **One**

Question 9: A correspondence must be established between the transformed coordinates and screen _____. This is known as a viewport transformation.

- Edges
- Vertices
- Coordinates
- **Pixels**

Question 10: 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.

- One
- Two
- **Four**
- Three

Question 11: Which of the following describes the purpose of the e (epsilon) portion of the rendering equation?

- Emitted light from p' towards p
- Intensity of light from p' to p
- Reflection of light from p'' across p'' to p
- Geometry function (0 if p' not visible from p , 1/12 otherwise)

Question 12: The _____ light mimics the shininess of a surface, and its intensity is a function of the light's reflection angle off the surface.

- Emissive
- Ambient
- Diffuse
- **Specular**

Question 13: Length L depends on the angle α and the z coordinate of the point to be projected and L can be represented by _____

- $z / \tan(\gamma)$
- $z * 1/\tan(\beta)$
- z^2
- **$z * 1/\tan(\alpha)$**

Question 14: 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.

- Rotation
- **Translation**
- Reflection
- Scaling factor

Question 15: In 2D transformation, _____ can be achieved by rotating the object about 180° .

- Translation
- Scaling
- Shear
- **Reflection**

Question 16: In 16-bit display, _____ and _____ bits are used to store red, green and blue information respectively.

- **5, 6 and 5 ...not confirm**
- 6, 5 and 5
- 5, 5 and 6
- 7, 5 and 4

Question 17: Ambient light is the light that comes from-----directions.

- Same
- Four different
- **All**
- Opposite

Question 18: Gouraud shading triangle filling algorithm takes_____ more parameters than Flat fill triangle algorithm.

- one
- **two**
- three
- Four

Question 19: Keep in mind the example of line clipping, the display window is the canvas and also the defaultthus all line segments inside the canvas are drawn.

- Clipping Polygon
- Clipping Angle
- Clipping Circle
- **Clipping Rectangle**

Question 20: A series of_____ computer operations convert an object's three-dimensional coordinates to pixel positions on the screen.

- **Three**
- Two
- Four
- Ten

Question 21: The viewing and modeling transformations are combined to form the_____ matrix.

- Two
- Square
- Viewport
- **Model view**

Question 22: In scaling of color values, to maintain the saturation of color we____the largest color value, to scale the rgb values into the $[0,1]$ range.

- **divide each element by**
- subtract each element from
- add each element to
- multiply each element with

Question 23: The index of refraction for most materials is a function of the____ of the light.

- Reflecting angle
- Refracting angle
- Frequency
- **Wavelength**

Question 24: Cross product of two vectors result in a_____.

- Element
- Magnitude
- **Vector**
- Scalar

Question 25: Polygons consisting of_____ can cause problems when rendering.

- **Non-co-planar vertices**
- Co-planar vertices
- Any vertices
- Planar Vertices

Question 26: Lambertian shading was used mostly back when computers weren't fast enough to do_____in real time.

- **Gouraud shading**
- Shading in which triangles painted with single solid color
- Processing
- Phong Shading

Question 27: OpenGL has become the industry's most widely used and supported_____ graphics application programming interface.

- 2 Dimensional
- 3 Dimensional
- **Both 2 Dimensional and 3 Dimensional**
- 1 Dimensional

Question 28: Bezier curve is numerically the ____ of all the polynomial-based curves used in these applications.

- Just stable
- **Most stable**
- Less stable
- Most unstable

Question 29: Silhouette edges occur where the ____ are perpendicular to the vector from the surface to the viewpoint.

- **Normal vectors**
- Horizontal vectors
- Unit vectors
- Tangent vectors

Question 30: In determining the space curve, the relationship between parametric functions and control points in matrix form is:

- $P(u) \cdot G + P$
- $P(u) \cdot GP$
- $P(u) \cdot GP + 2k$
- $P(u) \cdot G/P$

Question 31: What will be the output of "perspective division" which is the third stage of vertex transformation?

- Clip coordinates
- Eye coordinates
- Window coordinates
- **Normalized device coordinates**

Question 32: Bezier curve is the ideal standard for representing the ----- piecewise polynomial curves.

- Less complex
- Non complex
- Most complex
- **More complex**

Question 33: ____ generates filled polygons using the quad-mesh primitive.

- glEvalMesh()
- GL_POINT
- GL_LINE
- **GL_FILL**

Question 34: ____ is an offset value between the beginning of one control point and the beginning of the next.

- **Parameter...check it**
- Variable stride
- Evaluator
- Vertex

Question 35: ____ is used to avoid flickering in low refresh rates.

- Interlacing
- Non-interlacing
- Retracing
- Bitmap..CHECK IT

Question 36: In processing stage of OpenGL, the evaluator evaluates commands of input values.

- Square
- Triangle
- Rectangle
- Polynomial

Question 37: ____ Polygons can cause problems during rendering.

- Complex

- Hybrid
- **Concave**
- Convex

Question 38: The set of vectors $P_0, P_1 - P_0$, and p are called the conditions.

- **Boundary**
- Vector
- Testing
- Space curve

Question 39: The _____ parameter correlates with what we naturally think of as "the color of a light".

- GL_SPECULAR
- **GL_DIFFUSE**
- GL_AMBIENT
- GL_LIGHT

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اللہ صبر کرنے والوں کے ساتھ ہے

(سورہ البقرہ - آیت ۱۵۳)

TEAM HADI(VU)