Sr. No.	Question	A	B	C	D
1	_____ is the application of Computer Graphics.	Printing	Scanning	Computer Aided Design	Saving
2	_____ is a technology which allows a user to interact with a computer-simulated environment.	Virtual Reality	Virtual Life	Computational Biology	Computational Physics
3	A graphic display is made up of small cells or small dots known as	Pico	Pixel	Point	Polygon
4	CRT stands for _____	Cathod Ray Tube	Cathod RAM Tube	Cathod RAM Twice	Co processor Ray Tube
5	In Random Scan display, the Picture definition is stored as a set of line-drawing commands in _____	Added display file	Added area file	Refresh area file	Refresh display file
6	Bresenham's circle drawing algorithm divides the 360 degree of circle into _____ equal parts	2	4	8	16
7	_____ scan system the electron beam is swept across the screen.	Raster Scan	Random Scan	X Scan	Y Scan
8	_____ scan system uses an electronic beam which operates like a pencil to create a line image on the CRT.	Raster Scan	Random Scan	X Scan	Y Scan
9	In Cohen Sutherland Line Clipping Algorithm, each region of the display screen is assigned _____ bits	8	2	4	6
10	LCD stands for _____	Leverage Crystal Display	Liquid Crystal Display	Line Crystal Display	Large Crystal Display
11	The Algorithm name DDA stands for _____	Digital Different analyzer	Data Differential analyzer	Data Different analyzer	Digital Differential analyzer
12	CGA stands for _____	Cathod Graphic Adaptor	Cathod Game Adaptor	Colour Graphic Adaptor	Colour Game Adaptor
13	_____ graphics device does not do anything special when the user tries to interact with it	Passive	Active	Inward	Outward
14	_____ graphics device esponds to what the user does to it.	Passive	Active	Inward	Outward
15	The _____ gun focuses a narrow beam which is directed at the face of the CRT.	Neutron Gun	Element Gun	Electron Gun	Proton Gun
16	In Cohen Sutherland Line Clipping Algorithm, the display screen is divided into _____ regions	9	6	3	12
17	CRT's screen continues to emit light after the CRT beam has been removed, this property is referred to as _____.	Normality	Regularity	Resistance	Persistence
18	The term "Calligraphic display" is another name for _____	Y Scan	Z Scan	Random Scan	Raster Scan
19	The _____ effect is the appearance of jagged edges or "jaggies" in an image	Aliasing	Antialiasing	Smoothing	Drawing
20	CRT is a vacuum tube in which produces images when an electron beam strikes a _____ surface	Flourescent	Phosphorescent	Neon	Inert
21	Bresenham's Line Generation uses only _____ calculations	Double	Fractional	Integer	Float
22	In Raster Scan display, the picture definition is stored in memory area called the	Frame Buffer	Area Buffer	Place Buffer	Store Buffer
23	Random-scan displays are designed to draw all the component lines of a picture _____ each second.	10 to 20 times	20 to 40 times	30 to 60 times	60 to 80 times
24	_____ is also called as "Stroke-writing display"	Y Scan	Random Scan	Z Scan	Raster Scan
25	Bresenham's Circle Algorithm is used for the calculation of pixel locations in the first _____ degrees.	30	45	60	90
26	Changing Position, shape, size, or orientation of an object on display is known as _____	Transformation	Orientation	Transpose	Change
27	Basic transformation included Translation , Rotation and _____	Shearing	Scaling	Movement	Lighting
28	Transformation to alter the size of the object is called _____	Translation	Rotation	Scaling	Shearing
29	Different values of sx and sy will produce _____	Large Scaling	Small Scaling	Uniform Scaling	Differential Scaling
30	When two or more transformation is performed on the figure it is called as _____	Composite transformation	Scaling transformation	Translation transformation	Rotation transformation
31	A transformation that produces a mirror image of the object is _____	Rotation	Reflection	Scaling	Translation
32	A transfomation that changes the angle of the figure is _____	Reflection	Scaling	Rotation	Translation
33	A 2-D position is represented with homogeneous coordinates as _____	(h, x, y)	(x, h, y)	(x, y, h, 1)	(x, y, h)
34	The unit square is a square which has a vertice at _____	(-2, -2)	(-1, -1)	(2, 2)	(0, 0)
35	"Cavalier" and "Cabinet" projections are types of _____	Oblique Projection	Orthographic Projection	Perspective Projection	Isometric Projections
36	_____ operation is also called as deformation	Scaling	Shearing	Translating	Rotation
37	In homogeneous coordinate system, 2D coordinate positions (x, y) are represented by _____ coordinates.	2	3	4	5
38	In Orthographic Projections, Top view of an object is projected on _____	Vertical Plane	Side Plane	Horizontal Plane	Profile Plane
39	A 3-D position is represented with homogeneous coordinates as _____	(h, x, y, z)	(x, h, y, z)	(x, y, h, z)	(x, y, z, h)
40	The moving of an image from one place to another in a straight line is called a _____.	Translation	Rotation	Scaling	Shearing
41	Negative value of rotation angle is _____	Clockwise rotation	90 degree rotation	Counter clockwise rotation	45 degree rotation
42	In Computer Graphics, _____ are the points at which lines appear to converge.	Appearing points	Disappearing points	Vanishing points	Advanced points
43	A translation can be done by _____ to each point, the amount, by which picture is to be shifted	Multiplying	Dividing	Adding	Removing
44	To combine three different 2D transformations into a single transformation, _____ coordinates are used.	Heterogeneous	Homogeneous	Complete	Arbitrary
45	In total, there are _____ types of Axonometric projections	3	4	5	6
46	In homogeneous coordinate system, 3D coordinate positions (x, y,z) are represented by _____ coordinates.	2	3	4	5
47	_____ is a technical drawing in which different views of an object are perpendicular to respective reference plane.	Axonometric Projections	Orthographic Projections	Oblique Projections	Regular Projections
48	Window to Viewport Transformation is the process of transforming a 2D world-coordinate objects to _____	Geometry coordinates	Parallel coordinates	Relative coordinates	Device coordinates
49	Area selected in world-coordinate for display is called _____	World	View	Display	Window
50	The science of measuring visible light in units according to the sensitivity of the human eye is	Photometry	Colormetry	Radiometry	Spectrum
51	3D graphical projections constructed by mapping points in 3-dimensional space to points on a 2-dimensional projection plane is _____	Lateral Projection	Planar Projection	Horizontal Projection	Vertical Projection
52	Projection used for advertising is _____	Orthographic	Perspective	Oblique	Horizontal
53	Projection method for representing 3-dimensional objects in 2 dimensions in technical and engineering drawings	Vertical	Perspective	Isometric	Oblique
54	Projection of front view of an object onto a drawing surface in which lines of projection are perpendicular is called _____	Orthographic	Perspective	Oblique	Horizontal

#	Question	A	B	C	D
55	In the RGB color cube the origin, (0, 0, 0) represents _____	White	Black	Red	Blue
56	CMYK color space is a combination of CYAN, MAGENTA, YELLOW , and _____ .	Black	Blue	Red	Purple
57	Viewing pyramid is intersected by a _____ and _____ clipping plane.	Left and Front	Right and Back	Front and Back	Right and Left
58	In the spectrum of visible light, the shortest wavelength is of	Blue	Red	Violet	Yellow
59	In Color Spaces, the n-bit integer means colors in range of 0 to	2^n	$2^n - 1$	$2^n + 1$	$2^n + 2$
60	A viewing frustum is a _____ in a scene positioned relative to the viewport's camera	3-D volume	2-D image	2-D area	1-D point
61	For RGB 24-bit color system, each color coordinate can range from 0 to _____	15	255	127	63
62	Light is an _____ radiation that can be detected by the human eye	alpha	magnetic	gamma	electromagnetic
63	Chromatic adaptation describes the ability of human _____ perception	Sound	Persistence	Color	Light
64	The simplest camera model is known as the _____ camera model	Regular	Pinhole	Normal	Box
65	_____ is the most widely used color space	HSV	CMY	CMYK	RGB
66	In the spectrum of visible light, the highest wavelength is of	Blue	Red	Violet	Yellow
67	Camera coordinate system is also called as the _____	Camera model System	Camera focus system	Camera reference system	Camera Stage system
68	Combination of Red, Green and Blue in RGB model provides _____ color	White	Black	Yellow	Purple
69	Smallest wavelength of is _____	Visible Light	Radar	Infrared	Gamma rays
70	_____ is an Algorithm that determines which parts of shapes are to be rendered in 3-D coordinates	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method
71	Algorithm that is based on the pixels to be drawn on 2D is _____	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method
72	_____ is a technique in which hidden surfaces are not removed but displayed with effects such as intensity, color or shadow	Depth Search	Upward search	Downward Cueing	Depth Cueing
73	_____ is an object space method in which objects and parts of objects are compared to find out the visible surfaces.	Front face detection	Upward detection	Back face detection	Downward detection
74	Depth Buffer Method is also know as _____	X Buffer	Y Buffer	Z Buffer	K Buffer
75	For Parametric equation of a Parabola, the y co-ordinate is given as _____	at	2at	4at	8at
76	Curve created using control points is _____	B Spline	Bezier	X Curve	Y Curve
77	A curve that pass through first and last control points is called _____	B Spline	Bezier	X Curve	Y Curve
78	The curve that provides local control over the curve surface is called _____	B Spline	Bezier	X Curve	Y Curve
79	In Parametric Cubic Curves, the parameter t has the degree _____	1	2	3	4
80	The full form of BSP Tree Algorithm is _____	Binary State Partition	Bipartite Space Partitioning	Binary Space Partitioning	Bipartite Space Partition
81	There are in total _____ different quadric surfaces:	6	3	12	9
82	In Area-subdivision method, the total viewing area is successively divided into smaller and smaller _____ till pixel level.	Circles	Squares	Rectangles	Hexagon
83	_____ method takes advantage of those view areas that represent part of a single surface.	BSP	Area-subdivision	Depth-Sort	Scan-Line
84	Depth sorting is associated with _____ algorithm	Painter's algorithm	BSP algorithm	Back-face method	Scan-Line method
85	In Depth-Buffer Method, the Object depth is measured from view plane along _____ of a viewing system	x axis	y axis	z axis	origin
86	The art of creating moving images via the use of computers is called _____	Computer design	Computer motion	Computer movement	Computer Animation
87	In _____ technique, a storyboard is laid out and then the artists draw the major frames of the animation.	Keyboarding	Keyframing	Keylogging	Designing
88	In _____ Animation, objects are animated by procedure or a rule	Keyframing	Procedural	Behavioural	Designing
89	In _____ animation, an autonomous character determines its own actions, at least to a certain extent.	Keyframing	Procedural	Behavioural	Designing
90	_____ is a simulation that uses the laws of physics to generate motion of pictures and other objects is termed as	Physically based dynamic	Artificial dynamic	Designing	Behavioural
91	In process of _____ processing, both the input and output are images.	Text Processing	Video Processing	Image Processing	Signal Processing
92	JPEG stands for _____	Joint Photographic Experts	Joint Phone Experts	Join Photo Expert	Join Photographic Expedition
93	_____ is a method in image processing of contrast adjustment using the image's histogram.	Histogram processing	Histogram equalization	Historical equalization	Historical Processing
94	Data compression applied to images in order to reduce the size and storage is _____	Video compression	Text compression	Hybrid compression	Image compression
95	Image Smoothing technique is based on use of _____ filters	Low pass	High Pass	Medium Pass	Regular pass
96	_____ principle of Animation refers to the action which continues to move even after the completion of action	Secondary Action	Follow Through	Appeal	Stagging
97	The technique of Median Filtering is used to remove	Noise	Contrast	Color	Brightness
98	In Animation, we represent emotions and feeling in exaggerated form to make it more realistic, this principle is called as	Squash and Strech	Follow Through	Overlap	Exaggeration
99	The Digital Image format PNG stands for _____	Portable Network Graphics	Portable Network Group	Proper Network Group	Proper Network Graphics
100	In Animation, when we drop a ball from height, there is a change in its physical property. This principle of Animation is known as	Arcs	Squash and Strech	Slow in-Slow out	Timing
101	JPEG images are produced by using _____ bit format in the RGB color space.	24	16	8	32
102	The technique of Histogram equalization is used to enhance	Brightness	Contrast	Color	Noise
103	_____ principle of animation helps us to implement the realism through projectile motion	Slow in-Slow out	Timing	Arcs	Follow Through
104	_____ is an image enhancement technique that attempts to improve the contrast in an image by `stretching' the range of intensity values	Contrast stretching	Contrast Enhancement	Constrast addition	Contrast augment
105	_____ image format is widely used for animation and web graphics	JPEG	GIF	PNG	TIFF
106	Animation should be appealing to the audience and must be easy to understand, this principle of Animation is known as	Appeal	Stagging	Arcs	Anticipation
107	Contrast stretching is also called as _____	Reformation	Normalization	Regularization	Improvisation
108	According to _____ principle of animation, we should always keep in mind that in reality. an object takes time to accelerate and slow down	Arcs	Squash and Strech	Slow in-Slow out	Timing

#	Question				
109	In _____ technique, a storyboard is made and the artists draw the major frames of the animation in which prominent changes take place	Procedural	Behavioral	Smoothening	Keyframing
110	_____ is a field of computer science that refers to creation, storage manipulaion and drawing of pictures in digital form	Computer Installation	Graphics Animation	Computer Graphics	Software Installation
111	_____ is a collection of discrete picture elemets	pixel	image	resolution	graph
112	_____ refers to the total number of pixels along the height ang widht of an image.	resolution	pixel	image	graph
113	The process of representing continous pictures as graphical objects is known as _____	Resolution	Rasterization	Aspect ratio	Scan Conersion
114	The process of determining the appropriate pixels for representing pictures is known as _____ .	Scan Conersion	Aspect ratio	Rasterization	Resolution
115	_____ is the ratio of width to height in pixels of an image.	Rasterization	Aspect ratio	Scan Conersion	Resolution
116	CRT is _____ .	Cathode Ray Tube	Cathode Rod Tube	Carry Rod Tube	Cathode Ray Televison
117	_____ is a regular pattern of image.	raster scan	random scan	diagonal scan	horizontal scan
118	_____ is the 8 way symmetry of the circle to generate it.	DDA Circle Drawing Algorithm	Mid Point Circle Drawing Algorithm	Bresenham's Circle Drawing Algorithm	DDA Line Drawing Algorithm
119	_____ does scanning one line at a time from top to bottom and back to top.	random scan	raster scan	diagonal scan	horizontal scan
120	in beam penetration method when a low potential beam strikes the beam face, it excite only the red phosperand produces which type of light.	red	green	blue	black
121	In this images are stored in the form of series of dots called pixels.	Vector images	Random images	Images	Bitmap images
122	They produce good and high resolution _____ .	random scan	raster scan	Vector scan	electron beam
123	The process of conversion of 3D objects to 2D screen is known as _____ .	Reflection	Translation	Prohection	Scaling
124	This presreves the relative property of an object .	Parallel Projection	Normal Plane	Parallel Plane	Perspective Projection
125	The projection lines converges at a point known as _____ .	Cavalier Cabinet	Centre of projection	Cabinet Cabinet	Isometric Projection
126	It is classified into one-point,two-point,three-point projection	Parallel Projection	Perspective Projection	Normal Plane	Isometric Projection
127	It is classified into orthographic, axonometric and oblique projections	Parallel Projection	Perspective Projection	Normal Plane	Isometric Projection
128	In the plane o f projection intersects exactly two of the principal axis	one point	two point	three point	for point
129	It is the process of finding the exact region which is lying inside the view volume.	viewing	clipping	windowing	projecting
130	When the line segment lies completely outside the window, then the line segment is _____	visible	not visible	partially visible	completely visible
131	When the line segment is one segment inside and other portion outside the window, then the line segment is _____	visible	not visible	partially visible	completely visible
132	In this alogorithm a window I divided into nine regions with 4 bit code	Cohen Sutherland line clipping	Primtive	Mid point Line Drawing	Sutherland Hodgeman
133	In _____ clipping ech edge of the polygon must be tested against each edge of window, new edge must be added and existing must be discarded.	Edge	bit	region	Polygon
134	The process in which a smooth line becomes jagged or zigzag when enlarged is known as	dithering	aliasing	thresholding	anti aliasing
135	the technique used to remove zig zag or stair step like patterns so that enlarged shape is smooth	dithering	aliasing	thresholding	anti aliasing
136	In _____ connected regions every pixel can be reached by a combination of moves in left right top bottom	8	4	2	16
137	In Beziers curve for 3 control points degree is _____	1	2	3	4
138	_____ curves are used to create simple wireframe models of objects, which have edges that can be represented by three anaylytical curves	Bezeir	Conic	Piece wise	B Slipne
139	It is a technique of designing a curve using polynomial fitting method.	Conic	Bezeir	Piece wise	B Slipne
140	It is also called as depth buffer algorithm and it was dicovered by Catmull	A buffer	Painters Algorithm	d buffer	Z buffer
141	It is also called as priority fill algorithm	Painters Algorithm	d buffer	Z buffer	A buffer
142	If the polygon depth is greater that the depth buffer depth at that point that means	object is farther away from the viewer	object is closer to the viewer	object is same distance to the viewer	object is invisible to the viewer
143	They are known as subtractive color models.	RCB	CMY	HSV	RGB
144	In RGB stands for _____ .	Red Green Blue	Red Green Brown	Red Green Black	Red Gray Balck
145	A _____ can be considered as an area that is hidden from light source.	Face	Surface	Shadow	Shade
146	It is a technique of generating an image by tracing the path of lights through pixels on the image plane	Ray tracing	Ray shadow	Shadow casting	Shadow tracing
147	_____ is a creation of "illusion of movement" using a series of images	animation	casting	shadowing	transparency
148	it refers to the total number of pixels along the entire height and width of an image	animation	fragmentation	half toning	Resolution
149	JPEG stands for _____ .	Joint Photographic Experts Group	Joint Photographic Experts Gang	Jet Photographic Experts Group	Joint Photographic Experienced Group
150	JPEG is a _____ compression.	lossless	lossy	original	qualfied
151	There are _____ - principles of animation	10	12	8	5
152	HSV stands for	Hue Saturate Value	Hue Salute Value	Hue Saturation Value	Hope Simulation Value
153	CMY stand for _____ .	Cyan Mangenta Yellow	Cide Maroon Yellow	Cyan Mann Yellow	Cyan Maroon Yellow
154	Scaling means changing the _____ on an object.	size	shape	position	origin
155	Translation means changing the _____ of an object.	size	shape	position	origin
156	Rotation means changing the _____ of an object.	position	angle	size	shape
157	EGA stands for _____	Electronic Graphic Adapter	Enhanced Graphic Adapter	Eco Graphic Adapter	Economic Graphic Adapter
158	DDA algorithm uses _____ i.e. Real Arithmetic.	floating points	fixed points	natural points	flexible points
159	Changing Position, shape, size, or orientation of an object on display is known as	Transformation	Orientation	Transpose	Change
160	Transformation that used to reposition the object along the straight line path from one coordinate location to another.	Shearing	Scaling	Rotation	Translation
161	Translation distance pair (tx,ty) is called a	Rotation vector	Translation vector	Transpose vector	Translation matrix
162	Positive value of rotation angle is	Clockwise rotation	Counter clockwise rotation	90 degree rotation	45 degree roatation
163	Transformation to alter the size of the object	Translation	Rotation	Scaling	Shearing
164	Different values of sx and sy will produce	Large Scaling	Small Scaling	Uniform Scaling	Differential Scaling
165	When two or more transformation is performed on the figure it is called as	Composite transformation	Scaling transformation	Translation transformation	Rotation transformation
166	A transformation that produces a mirror image of the object	Rotation	Reflection	Scaling	Translation

#	Question	Option 1	Option 2	Option 3	Option 4
167	A transfomation that changes the angle of the figure is	Reflection	Rotation	Scaling	Translation
168	CVV stands for	Canonical View Volume	Cannonical Visual Volume	Colour View Volume	Cathode View Volume
169	Measurement of the wavelength and the intensity of electromagnetic radiation in the visible region of the spectrum.	Photometry	Colormetry	Radiometry	Spectrum
170	Area selected in world-coordinate for display is called	World	View	Display	Window
171	The science of measuring visible light in units that are weighted according to the sensitivity of the human eye.	Photometry	Colormetry	Radiometry	Spectrum
172	A set of techniques for measuring electromagnetic radiation, including visible light.	Photometry	Colormetry	Radiometry	Spectrum
173	The subset of 3D graphical **projections** constructed by linearly mapping points in three-dimensional space to points on a two-dimensional **projection** plane.	Lateral Projection	Planar Projection	Horizontal Projection	Vertical Projection
174	COP stands for	Centre of Planar	Changing Projection	Centre of Projection	Clear on Projection
175	Projection used for advertising	Orthographic	Perspective	Oblique	Horizontal
176	Projection method for visually representing three-dimensional objects in two dimensions in technical and engineering drawings	Vertical	Perspective	Isometric	Oblique
177	**Projection** of a single **view** of an object (such as a **view** of the front) onto a **drawing** surface in which the lines of **projection** are perpendicular to the **drawing** surface.	Orthographic	Perspective	Oblique	Horizontal
178	Algorithm that determine which parts of the shapes are to be rendered in 3 D coordinates	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method
179	Algorithm that is based on the pixels to be drawn on 2D is	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method
180	A technique in which hidden surfaces are not removed but displayed with different effects such as intensity, color or shadow for giving hint for third dimension of the object	Depth Search	Depth Cueing	Downward Cueing	Upward Search
181	A detection technique that can identify all the hidden surfaces in a scene that contain non overlapping convex polyhedra.	Front face detection	Back face detection	Upward detection	Downward detection
182	Depth Buffer Method is also know as	X Buffer	Y Buffer	Z Buffer	K Buffer
183	It is a general hidden face detection mechanism suited to medium scale virtual memory **computers**.	A Buffer	B Buffer	C Buffer	D Buffer
184	An infinitely large set of points is	Triangle	Angle	Quadrilateral	Curves
185	Curve created using control points	B Spline	Bezier	X Curve	Y Curve
186	A curve that pass through first and last control points	B Spline	Bezier	X Curve	Y Curve
187	The curve that provides local control over the curve surface	B Spline	Bezier	X Curve	Y Curve
188	The art of creating moving images via the use of computers	Computer animation	Computer motion	Computer movement	Computer design
189	A technique, a storyboard is laid out and then the artists draw the major frames of the animation.	Keyboarding	Keyframing	Keylogging	Designing
190	Animation in which objects are animated by procedure or a rule	Keyframing	Procedural	Behavioural	Designing
191	An animation, an autonomous character determines its own actions, at least to a certain extent.	Keyframing	Procedural	Behavioural	Designing
192	A simulation uses the laws of physics to generate motion of pictures and other objects is termed as	Physically based dynamic	Artificial dynamic	Behavioural	Designing
193	Information processing for which both the input and output are images.	Text Processing	Video Processing	Image Processing	Signal Processing
194	It is a method in image processing of contrast adjustment using the image's histogram.	Histogram processing	Histogram equalization	Historical equalization	Historical Processing
195	The non linear digital filtering technique is	Mode filter	Median filter	Mean filter	Video filter
196	Data compression applied to images in order to reduce the size and thereby the storage cost	Video compression	Text compression	Image compression	Hybrid compression
197	Aspect Ratio can be defined as -	The ratio of the vertical points to horizontal points	The ratio of the vertical points to its height	The ratio of horizontal points	The ratio of the vertical points
198	_____ scan system the electron beam is swept across the screen.	Raster Scan	Random Scan	X Scan	Y Scan
199	Bresenham's Line Generation uses only _____ calculations	Double	Fractional	Integer	Float
200	A _____ is a single point in a graphic image	dot	point	pixel	dpi
201	The conversion from RGB to CMY is done using this method.	C=[255 - R] , M=[255 - G] , Y=[255 - B]	C=[255 - H] , M=[255 - S] , Y=[255 - V]	C=[255 - B] , M=[255 - G] , Y=[255 - R]	C=[255 - S] , M=[255 - V] , Y=[255 - H]
202	Algorithm that is based on the pixels to be drawn on 2D is	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method