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

#	Question				
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	Translation distance pair (tx,ty) is called a _____	Rotation vector	Translation vector	Transpose vector	Translation matrix
29	Positive value of rotation angle is _____	Clockwise rotation	90 degree rotation	Counter clockwise rotation	45 degree rotation
30	Transformation to alter the size of the object is called _____	Translation	Rotation	Scaling	Shearing

#	Question				
31	Different values of sx and sy will produce _____	Large Scaling	Small Scaling	Uniform Scaling	Differential Scaling
32	When two or more transformation is performed on the figure it is called as _____	Composite transformation	Scaling transformation	Translation transformation	Rotation transformation
33	A transformation that produces a mirror image of the object is_____	Rotation	Reflection	Scaling	Translation
34	A transfomation that changes the angle of the figure is _____	Reflection	Scaling	Rotation	Translation
35	A 2-D position is represented with homogeneous coordinates as _____	(h, x, y)	(x, h, y)	(x, y, h, 1)	(x, y, h)
36	The unit square is a square which has a vertice at _____	(-2, -2)	(-1, -1)	(2, 2)	(0, 0)
37	"Cavalier" and "Cabinet" projections are types of _____	Oblique Projection	Orthographic Projection	Perspective Projection	Isometric Projections
38	_____ operation is also called as deformation	Scaling	Shearing	Translating	Rotation
39	In homogeneous coordinate system, 2D coordinate positions (x, y) are represented by _____ coordinates.	2	3	4	5
40	In Orthographic Projections, Top view of an object is projected on _____	Vertical Plane	Side Plane	Horizontal Plane	Profile Plane
41	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)
42	The moving of an image from one place to another in a straight line is called a _____.	Translation	Rotation	Scaling	Shearing
43	Negative value of rotation angle is _____	Clockwise rotation	90 degree rotation	Counter clockwise rotation	45 degree rotation
44	In Computer Graphics, _____ are the points at which lines appear to converge.	Appearing points	Disappearing points	Vanishing points	Advanced points
45	A translation can be done by _____ to each point, the amount, by which picture is to be shifted	Multiplying	Dividing	Adding	Removing
46	To combine three different 2D transformations into a single transformation, _____ coordinates are used.	Heterogeneous	Homogeneous	Complete	Arbitrary

#	Question	A	B	C	D
47	In total, there are _____ types of Axonometric projections	3	4	5	6
48	In homogeneous coordinate system, 3D coordinate positions (x, y,z) are represented by _____ coordinates.	2	3	4	5
49	_____ 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
50	Window to Viewport Transformation is the process of transforming a 2D world-coordinate objects to _____	Geometry coordinates	Parallel coordinates	Relative coordinates	Device coordinates
51	CVV stands for _____	Canonical View Volume	Cannonical Visual Volume	Colour View Volume	Cathode View Volume
52	Measurement of the wavelength and the intensity of electromagnetic radiation in the visible region of the spectrum.	Photometry	Colormetry	Radiometry	Spectrum
53	Area selected in world-coordinate for display is called _____	World	View	Display	Window
54	The science of measuring visible light in units according to the sensitivity of the human eye is _____	Photometry	Colormetry	Radiometry	Spectrum
55	A set of techniques for measuring electromagnetic radiation, including visible light.	Photometry	Colormetry	Radiometry	Spectrum
56	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
57	COP stands for _____	Centre of Planar	Changing Projection	Centre of Projection	Clear on Projection
58	Projection used for advertising is _____	Orthographic	Perspective	Oblique	Horizontal
59	Projection method for representing 3-dimensional objects in 2 dimensions in technical and engineering drawings	Vertical	Perspective	Isometric	Oblique

#	Question				
60	Projection of front view of an object onto a drawing surface in which lines of projection are perpendicular is called _____	Orthographic	Perspective	Oblique	Horizontal
61	In the RGB color cube the origin, (0, 0, 0) represents _____	White	Black	Red	Blue
62	CMYK color space is a combination of CYAN, MAGENTA, YELLOW , and _____.	Black	Blue	Red	Purple
63	Viewing pyramid is intersected by a _____ and _____ clipping plane.	Left and Front	Right and Back	Front and Back	Right and Left
64	In the spectrum of visible light, the shortest wavelength is of _____	Blue	Red	Violet	Yellow
65	In Color Spaces, the n-bit integer means colors in range of 0 to _____	2^n	$2^n - 1$	$2^n + 1$	$2^n + 2$
66	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
67	For RGB 24-bit color system, each color coordinate can range from 0 to _____	15	255	127	63
68	Light is an _____ radiation that can be detected by the human eye	alpha	magnetic	gamma	electromagnetic
69	Chromatic adaptation describes the ability of human _____ perception	Sound	Persistence	Color	Light
70	The simplest camera model is known as the _____ camera model	Regular	Pinhole	Normal	Box
71	_____ is the most widely used color space	HSV	CMY	CMYK	RGB
72	In the spectrum of visible light, the highest wavelength is of _____	Blue	Red	Violet	Yellow
73	Camera coordinate system is also called as the _____	Camera model System	Camera focus system	Camera reference system	Camera Stage system
74	Combination of Red, Green and Blue in RGB model provides _____ color	White	Black	Yellow	Purple
75	Smallest wavelength of is _____	Visible Light	Radar	Infrared	Gamma rays

#	Question	A	B	C	D
76	_____ 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
77	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
78	_____ 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
79	_____ 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
80	Depth Buffer Method is also know as _____	X Buffer	Y Buffer	Z Buffer	K Buffer
81	For Parametric equation of a Parabola, the y co-ordinate is given as _____	at	2at	4at	8at
82	An infinitely large set of points is _____	Triangle	Angle	Quadrilateral	Curves
83	Curve created using control points is _____	B Spline	Bezier	X Curve	Y Curve
84	A curve that pass through first and last control points is called _____	B Spline	Bezier	X Curve	Y Curve
85	The curve that provides local control over the curve surface is called _____	B Spline	Bezier	X Curve	Y Curve
86	In Parametric Cubic Curves, the parameter t has the degree _____	1	2	3	4
87	If the ellipse is centered on the origin (0,0) the parametric x co-ordinate is _____	x = a sin t	x = a cos t	x = a cosec t	x = a cot t
88	In Parametric equation of a Parabola, the x co-ordinate is given as _____	at^2	2at	2at^2	at
89	The full form of BSP Tree Algorithm is _____	Binary State Partition	Bipartite Space Partitioning	Binary Space Partitioning	Bipartite Space Partition
90	There are in total ____ different quadric surfaces:	6	3	12	9

91	In parametric equation of a circle centered at origin with radius r, the y co-ordinate is _____	y = r cos(t)	y = r sin(t)	y = r tan(t)	y = r cosec(t)
92	In Parametric Equation of an Ellipse, t is the parameter, which ranges from _____radians.	0 to 2π	0 to π	0 to π/2	0 to π/4
93	In Area-subdivision method, the total viewing area is successively divided into smaller and smaller _____ till pixel level.	Circles	Squares	Rectangles	Hexagon
94	The parametric equation of a circle centered at the origin, with radius r, has x co-ordinate can be given as _____	x = r cos(t)	x = r sin(t)	x = r cosec(t)	x = r tan (t)
95	_____ method takes advantage of those view areas that represent part of a single surface.	BSP	Area-subdivision	Depth-Sort	Scan-Line
96	In the parametric equation of a horizontal hyperbola, the x co-ordinate is given as _____	x = b sec t	x = a cosec t	x = a sec t	x = b cosec t
97	Depth sorting is associated with _____ algorithm	Painter's algorithm	BSP algorithm	Back-face method	Scan-Line method
98	For parametric equation of a horizontal hyperbola, the y co-ordinate is given as _____	y = b sec t	y = b tan t	y = a sec t	y = a tan t
99	In Depth-Buffer Method, the Object depth is measured from view plane along _____ of a viewing system	x axis	y axis	z axis	origin
100	For an ellipse is centered on origin, the parametric y co-ordinate is _____	y = b cos t	y = b sin t	y = b tan t	y = b cosec t
101	The art of creating moving images via the use of computers is called _____	Computer design	Computer motion	Computer movement	Computer Animation
102	In _____ technique, a storyboard is laid out and then the artists draw the major frames of the animation.	Keyboarding	Keyframing	Keylogging	Designing
103	In _____Animation, objects are animated by procedure or a rule	Keyframing	Procedural	Behavioural	Designing
104	In _____ animation, an autonomous character determines its own actions, at least to a certain extent.	Keyframing	Procedural	Behavioural	Designing
105	_____ 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

#	Question	A	B	C	D
106	In process of _____ processing, both the input and output are images.	Text Processing	Video Processing	Image Processing	Signal Processing
107	JPEG stands for _____	Joint Photographic Experts	Joint Phone Experts	Join Photo Expert	Join Photographic Expedition
108	_____ is a method in image processing of contrast adjustment using the image's histogram.	Histogram processing	Histogram equalization	Historical equalization	Historical Processing
109	The non linear digital filtering technique is _____	Mode filter	Median filter	Mean filter	Video filter
110	Data compression applied to images in order to reduce the size and storage is _____	Video compression	Text compression	Hybrid compression	Image compression
111	Image Smoothing technique is based on use of _____ filters	Low pass	High Pass	Medium Pass	Regular pass
112	_____ principle of Animation refers to the action which continues to move even after the completion of action	Secondary Action	Follow Through	Appeal	Staging
113	The technique of Median Filtering is used to remove _____	Noise	Contrast	Color	Brightness
114	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
115	The Digital Image format PNG stands for _____	Portable Network Graphics	Portable Network Group	Proper Network Group	Proper Network Graphics
116	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
117	JPEG images are produced by using _____ bit format in the RGB color space.	24	16	8	32

#	Question				
118	The technique of Histogram equalization is used to enhance _____	Brightness	Contrast	Color	Noise
119	_____ principle of animation helps us to implement the realism through projectile motion	Slow in-Slow out	Timing	Arcs	Follow Through
120	_____ 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	Constrast augment
121	_____ image format is widely used for animation and web graphics	JPEG	GIF	PNG	TIFF
122	Animation should be appealing to the audience and must be easy to understand, this principle of Animation is known as _____	Appeal	Stagging	Arcs	Anticipation
123	Contrast stretching is also called as _____	Reformation	Normalization	Regularization	Improvisation
124	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
125	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
126	_____ 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
127	_____ is a collection of discrete picture elemets	pixel	image	resolution	graph
128	_____ refers to the total number of pixels along the height ang widht of an image.	resolution	pixel	image	graph
129	The process of representing continous pictures as graphical objects is known as _____	Resolution	Rasterization	Aspect ratio	Scan Conersion
130	The process of determining the appropriate pixels for representing pictures is known as _____.	Scan Conersion	Aspect ratio	Rasterization	Resolution

#	Question				
131	_____ is the ratio of width to height in pixels of an image.	Rasterization	Aspect ratio	Scan Conersion	Resolution
132	_____ is a regular pattern of image.	raster scan	random scan	diagonal scan	horizontal scan
133	Bresenhams Line drawing algoritm with developed by _____.	Tom Bresenham	Jack Bresenham	Larry Bresenham	Louis Bresenham
134	Bresenhams Line drawing algoritm with developed in _____.	1965	1966	1967	1968
135	_____ 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
136	_____ does scanning one line at a time from top to bottom and back to top.	random scan	raster scan	diagonal scan	horizontal scan
137	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
138	In this images are stored in the form of series of dots called pixels.	Vector images	Random images	Images	Bitmap images
139	They produce good and high resolution _____.	random scan	raster scan	Vector scan	electron beam
140	The process of conversion of 3D objects to 2D screen is known as _____.	Reflection	Translation	Prohection	Scaling
141	This presreves the relative property of an object .	Parallel Projection	Normal Plane	Parallel Plane	Perspective Projection
142	The projection lines converges at a point known as _____.	Cavalier Cabinet	Centre of projection	Cabinet Cabinet	Isometric Projection
143	It is classified into one-point,two-point,three-point projection	Parallel Projection	Perspective Projection	Normal Plane	Isometric Projection

144	It is classified into orthographic, axonometric and oblique projections	Parallel Projection	Perspective Projection	Normal Plane	Isometric Projection
145	In the plane o f projection intersects exactly two of the principal axis	one point	two point	three point	for point
146	It is the process of finding the exact region which is lying inside the view volume.	viewing	clipping	windowing	projecting
147	When the line segment lies completely outside the window, then the line segment is _____	visible	not visible	partially visible	completely visible
148	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
149	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
150	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	Polgon
151	The process in which a smooth line becomes jagged or zigzag when enlarged is known as	dithering	aliasing	thresholding	anti aliasing
152	the technique used to remove zig zag or stair step like patterns so that enlarged shape is smooth	dithering	aliasing	thresholding	anti aliasing
153	In _____ connected regions every pixel can be reached by a combination of moves in left right top bottom	8	4	2	16
154	In Beziers curve for 3 control points degree is _____	1	2	3	4
155	_____ 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
156	It is a technique of designing a curve using polynomial fitting method.	Conic	Bezeir	Piece wise	B Slipne
157	It is also called as depth buffer algorithm and it was dicovered by Catmull	A buffer	Painters Algorithm	d buffer	Z buffer

#	Question				
158	It is also called as priority fill algorithm	Painters Algorithm	d buffer	Z buffer	A buffer
159	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
160	They are known as subtractive color models.	RCB	CMY	HSV	RGB
161	A _____ can be considered as an area that is hidden from light source.	Face	Surface	Shadow	Shade
162	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
163	_____ is a creation of "illusion of movement" using a series of images	animation	casting	shadowing	transparency
164	it refers to the total number of pixels along the entire height and width of an image	animation	fragmentation	half toning	Resolution
165	JPEG is a _____ compression.	lossless	lossy	original	qualfied
166	There are _____ - principles of animation	10	12	8	5
167	HSV stands for	Hue Saturate Value	Hue Salute Value	Hue Saturation Value	Hope Simulation Value
168	CMY stand for _____.	Cyan Mangenta Yellow	Cide Maroon Yellow	Cyan Mann Yellow	Cyan Maroon Yellow
169	Scaling means changing the _____ on an object.	size	shape	position	origin
170	Translation means changing the ____ of an object.	size	shape	position	origin
171	Rotation means changing the _____ of an object.	position	angle	size	shape