COMPUTER GRAPHICS (303) - MCQS						
S.NO	**QUESTIONS**	**A**	**B**	**C**	**D**	**ANS**
1	The graphics can be	Drawing	Photographs,movies	Simulation	All of these	**D**
2	Computer graphics was first used by	William fetter in 1960	James fetter in 1969	James gosling in 1991	John Taylor in 1980	**A**
3	Graphics is one of the_____ major key element in design of multimedia application	Five	Three	Four	Eight	**A**
4	Types of computer graphics are	Vector and raster	Scalar and raster	Vector and scalar	None of these	**A**
5	Which environment has been one of the most accepted tool for computer graphics in business and graphics design studios	Graphics	Macintosh	Quake	Multimedia	**B**
6	Vector graphics is composed of	Pixels	Path	Palette	None of these	**B**
7	A palette can be defined as a finite set of colors for managing the	Analog images	Digital images	Both A & B	None of these	**B**
8	Display card is used for the purpose of	Sending graphics data to input unit	Sending graphics data to output unit	Receiving graphics data from output unit	None of these	**B**
9	Once a file is saved in JPEG format ,some data is lost	Temporarily	Permanently	Both A & B	None of these	**B**
10	The GIF format is much _____to be downloaded or uploaded over the www	Slower	Faster	Medium	None of these	**B**
11	The two-dimensional translation equation in the matrix form is	P'=P+T	P'=P-T	P'=P*T	P'=p	**A**
12	The translation distances (dx, dy) is called as	Translation vector	Shift vector	Both a and b	Neither a nor b	**C**
13	In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation	x'=x+dx and y'=y+dx	x'=x+dx and y'=y+dy	X'=x+dy and Y'=y+dx	X'=x-dx and y'=y-dy	**B**

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14	Polygons are translated by adding _____ to the coordinate position of each vertex and the current attribute setting	Straight line path	Translation vector	Differences	Only b	**D**
15	To change the position of a circle or ellipse we translate	Center coordinates	Center coordinates and redraw the figure in new location	Outline coordinates	All of the mentioned	**B**
16	A straight line segment is translated by applying the transformation equation	P'=P+T	Dx and Dy	P'=P+P	Only c	**A**
17	If point are expressed in homogeneous coordinates then the pair of (x, y) is represented as	(x', y', z')	(x, y, z)	(x', y', w)	(x', y', w)	**D**
18	Positive values for the rotation angle Θ defines	Counterclockwise rotations about the end points	Counterclockwise translation about the pivot point	Counterclockwise rotations about the pivot	Negative direction	**C**
19	Which of the following co-ordinates are NOT used in 2d viewing transformation?	modelling co-ordinates	viewing co-ordinates	vector co-ordinates	device co-ordinates	**C**
20	Any convenient co-ordinate system or Cartesian co-ordinates which can be used to define the picture is called	spherical co-ordinates	vector co-ordinates	viewport co-ordinates	world co-ordinates	**D**
21	_____refer to the shapes created by union, intersection and difference of given shapes.	Wire frame model	Composite transformation	Constructive solid geometry methods	None of these	**C**
22	The projection in which the projection plane is allowed to intersect the x, y and z-axes at equal distances is	Isotonic projection	Constructive solid geometry projection	Isometric projection	Back face removal projection	**C**
23	In which projection ,the plane normal to the projection has equal angles with these three axes	Wire frame projection	Constructive solid geometry projection	Isometric projection	Perspective projection	**C**
24	Back face removal is an example of ?	combination of both	image space method	object space method	None of these	**C**
25	_____as the most commonly used boundary presentation for a 3-D graphics object.	Data polygon	Surface polygon	System polygon	None of these	**B**
26	A Bezier curve is a polynomial of degree _____the no of control points used.	One more than	One less than	Two less than	None of these	**B**

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27	The best hidden surface removal algorithm is ?	Depth buffer	Area subdivision	Depends on the application	Painters	**C**
28	The surfaces that is blocked or hidden from view in a 3D scene are known as	Hidden surface	Frame Buffer	Quad tree	Lost Surface	**A**
29	The types of hidden surface removal algorithm are	Depth comparison, Z-buffer, back-face removal	Scan line algorithm, priority algorithm	BSP method, area subdivision method	All of these	**D**
30	The transformation in which an object can be shifted to any coordinate position in three dimensional plane are called	Translation	Scaling	Rotation	Shearing	**A**
31	What is the function of CRT?					
32	Discuss the advantages of interactive graphics.					
33	What is the application of compurt graphics ?					
34	Discuss the various types of parallel projections?					
35	Discuss oblique projection.					