

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 answer**  
**More detail:**

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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



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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



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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



**Correct answer solve by hadi**  
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Filling colour

Boundary colour

All of the given

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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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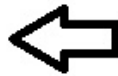
Question No : 10 of 26

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



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Trivial Accept

None of the given

Total outside

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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



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4 bytes

8 bytes

16 bytes

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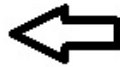
Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

Various curve functions are useful in \_\_\_\_\_.

Answer ( Please select your correct option )

Object modeling



Correct answer solve by hadi  
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Graphics applications

All of the given

Animation path specifications

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Question No : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

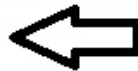
\_\_\_\_\_ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

Answer ( Please select your correct option )

Translation

Reflection

Shear



Rotation

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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  
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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

page:211

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

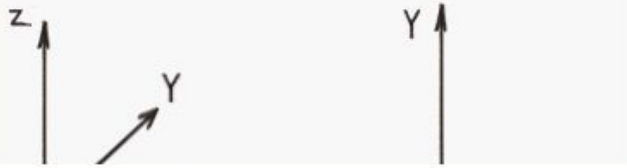
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Question No : 21 of 26

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](#) )

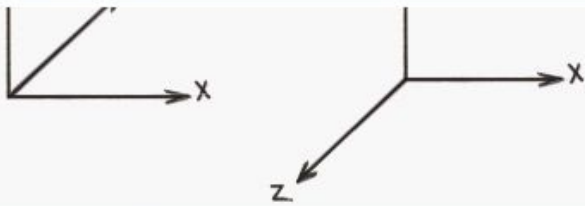


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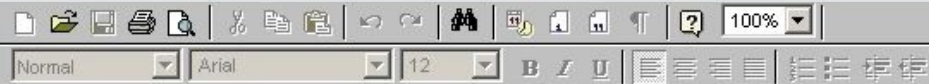
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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)



Answer ( [Please click here to Add Answer](#) )



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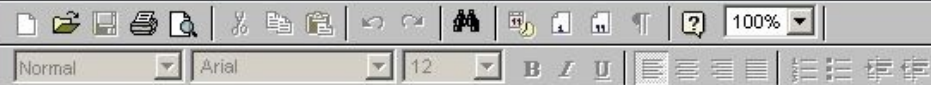
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Question No : 22 of 26

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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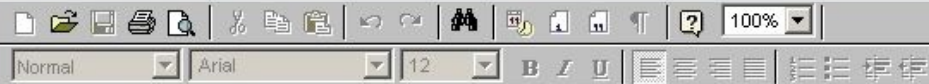
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Question No : 24 of 26

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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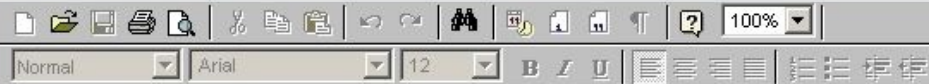
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Question No : 25 of 26

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](#) )



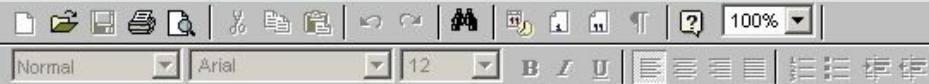
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Apply the following transformations on the point  $P(x,y) = (4,5)$ .

1. Translate using  $T_x = 3$  and  $T_y = 2$
2. Scale using  $S_x = 2$  and  $S_y = 1$

Answer ( [Please click here to Add Answer](#) )



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Best of luck!

