Program: SE Computer Engineering

Curriculum Scheme: Revised 2016

Examination: Second Year Semester: IV

Course Code: CSC404 and Course Name: Computer Graphics

Time: 1 hour

Max. Marks: 50

Note to the students: - All the Questions are compulsory and carry equal marks.

Q1.	The matrix representation for translation in homogeneous coordinates is
Option A:	P'=T+P
Option B:	P'=S*P
Option C:	P'=R*P
Option D:	P'=T*P
Q2.	We can combine the multiplicative and translational terms for 2D into a single matrix
	representation by expanding
Option A:	2 by 2 matrix into 4*4 matrix
Option B:	2 by 2 matrix into 3*3
Option C:	3 by 3 matrix into 2 by 2
Option D:	3 by 3 matrix into 4*4
Q3.	Reflection of a point about x-axis, followed by a counter-clockwise rotation of 90° is
	equivalent to reflection about the line
Option A:	X=-Y
Option B:	Y=-X
Option C:	X=Y
Option D:	X+Y=1
Q4.	Two consecutive translations on t1 and t2 are and Two consecutive
	Scaling on t1 and t2 are
Option A:	Additive, Subtractive
Option B:	Subtractive, Additive
Option C:	Multiplicative, Additive
Option D:	Additive, Multiplicative
Q5.	Three types of axonometric projections are,,,
Option A:	Serial, Parallel, isometric
Option B:	Parallel, Perspective , Isometric
Option C:	Isometric, diametric, trimetric
Option D:	Parallel, Oblique, Normal
Q6.	The oblique projections are classified as and projections.
Option A:	Cavalier and Cabinet
Option B:	Serial & Parallel

Option C:	Parallel & Perspective
Option D:	Isometric & diametric
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Q7.	In the Cohen Sutherland line clipping algorithm, if the codes of the two point P&Q
	are 0101 & 0001 then the line segment joining the points P&Q will be
	the clipping window.
Option A:	Totally outside
Option B:	Partially outside
Option C:	Totally inside
Option D:	Partially inside
Q8.	The orthographic projections have the projectors where
Option A:	The direction of these projectors is parallel to the view plane
Option B:	The direction of these projectors is perpendicular to the image plane
Option C:	The direction of these projectors is perpendicular to the view plane
Option D:	The direction of these projectors is parallel to the image plane
Q9.	In computer graphics, pictures or graphics objects are presented as a collection of
	discrete picture elements called andrefers to the number of pixels
	can display within a given area.
Option A:	Pixels, resolution
Option B:	Dots, aspect ratio
Option C:	Co-ordinates, aspect ratio
Option D:	Points, resolution
Q10.	The roll-back of electron beams from one frame to another is referred to as
	and the roll-back of electron beams from one scanline to another is referred to as
Option A:	Vertical retrace , Horizontal retrace
Option B:	Anti-aliasing, Aspect ratio
Option C:	Horizontal retrace, Vertical retrace
Option D:	Aspect ratio, Anti-aliasing
Q11.	Consider the line from (1, 1) to (5, 5). Use the simple DDA algorithm to rasterize this
	line. Which are the correct sequence of plotted pixels
Option A:	(2,2) (3,3) (4,5)
Option B:	(2,2) (3,4) (4,5)
Option C:	(2,3) (3,3) (4,5)
Option D:	(2,3) (3,4) (4,5)
Q12.	In midpoint method of circle generation, if decision function (Pk) value is negative
	then decision function for the next iteration is given as otherwise
	Pk gets updated as
Option A:	Pk + 2 Xk+1 + 1 and Pk + 2 Xk+1 + 1 – 2Yk+1
Option B:	Pk + 2 Xk+1 -1 and Pk - 2 Xk+1 + 1 – 2Yk+1

Option D: Pk - 2 Xk+1 + 1 and Pk + 2 Xk+1 + 1 - 2Yk+1 Q13. In the Midpoint ellipse generation method, after plotting pixel at (Xk, YK), at which of the following location (position) the decision functionis applied to decide the next pixel along the elliptical path in region 1? Option A: Pixel at (Xk-1, Yk-1/2) level Option D: Pixel at (Xk-1, Yk-1/2) level Option C: Pixel at (Xk+1, Yk-1/2) level Q14. What is the initial value for the decision parameter in the midpoint circle algorithm? Option A: 5/4-r Option B: r-5/4 Option C: r-4/5 Option C: r-4/5 Option B: Food Fill Option C: s the example of non-seed fill algorithms. Option C: global fill Option C: Bucket Fill Option D: Scanline Q15. is the example of non-seed fill algorithms. Option D: Scanline Q16. If the circle has to be drawn using a midpoint method with the center (10, 10) and radius 10, then which point will lie on the circle. Option A: (9,10) Option C: (20,30) Option C: (20,30) Option B: Image-spac	Option C:	Pk + 2 Xk+1 + 1 and Pk + 2 Xk+1 + 1 + 2Yk+1
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	option A.	Z Buffer, Back face removal

Option C:	Sutherland Hodgeman
Option D:	Bresenhams
Q20.	Which surface algorithm is based on perspective depth?
Option A:	Depth comparison
Option B:	Z-buffer or depth-buffer algorithm
Option C:	subdivision method
Option D:	back-face removal
Q21.	Which is the shading model, based on one lightning calculation per vertex.
Option A:	Flat Shading
Option B:	Gouraud shading
Option C:	Phong shading
Option D:	Lightning model
Q22.	Shading interpolates linearly and so can make the highlight much bigger, this is the problem with which type of shading?
Option A:	Flat Shading
Option B:	Gouraud shading
Option C:	Phong shading
Option D:	Lightning model
Q23.	A process with the help of which images or picture can be produced in a more realistic way is called
Option A:	Fractals
Option B:	Quad tree
Option C:	Rendering
Option D:	Animation
Q24.	When an object is viewed from different directions and at different distances, the appearance of the object will be different. Such view is called
Option A:	oblique projection
Option B:	perspective view
Option C:	axonometric projection
Option D:	isometric projection
Q25.	Given a bezier curve with 4 control points- B0[1 0] , B1[3 3] , B2[6 3] , B3[8 1]
	Determine value of the coordinate at 't' = 0.5
Option A:	4.5, 2.375
Option B:	5.984 ,2.233
Option C:	8,1
Option D:	1,0