

SAMPLE QUESTION SEMESTER IV COMPUTER GRAPHICS

Sr. No.	Question	Option a	Option b	Option c	Option d
1	On a black and white system with one bit per pixel, the frame buffer is commonly called as	a. Pix map	b. Multi map	c. Bitmap	d. map
2	In raster scanning system, the screen is scanned	a. Top to bottom and right to left	b. Left to right and top to bottom	c. Bottom to top and left to right	d. Bottom to top and right to left
3	Initial decision parameter p_0 for drawing line from (20,10) to (30,18) using Bresenham's line drawing algorithm	$p_0=6$	$p_0=8$	$p_0=10$	$p_0=4$
4	In Bresenham's circle generation algorithm, if (x,y) is the current pixel position then the y value of the next pixel position is	a. Y or y+1	b. y alone	c. y+1 or y-1	d. y or y-1
5	Polygon filling algorithms those fill interior-defined regions are called _____ algorithms.	a. flood fill	b. boundary fill	c. scan line	d. edge fill
6	The slope of the Bezier curve at start of the curve of is controlled by	a. First control point	b. First two control points	c. First three control points	d. All four control points
7	The Point is considered outside the polygon , if value of winding number is:	a. zero	b. positive	c. 1	d. negative
8	For a window (Xwmin , Ywmin)=(15,15) and (Xwmax , Ywmax) =(25,25) then Rest of the two window corner coordinates will be _____	a. (15,25) & (25,15)	b. (25, 15) & (15,25)	c. (25, 15) & (15,25) and (15,25) & (25,15)	d. (15,20) & (25,15)
9	One of the drawbacks of Sutherland- Hodgeman algorithm is that it can't produce _____ areas which is resolved by Weiler-Atherton Algorithm	a. circular	b. multiple	c. discrete	d. connected
10	The 4-bit code of top-left region of the window in Cohen Sutherland line clipping is _____	a. 1001	b. 1100	c. 0101	d. 1010

11	Line is completely invisible if _____	a. Logical AND & OR both are non zero	b. Logical AND is Zero & logical OR is Non Zero	c. Logical AND and Logical OR both are Zero	d. Logical AND & OR both are Zero
12	In 2D graphics, the transformation $\begin{pmatrix} 0 & 1 & 0 \\ 1 & 0 & 0 \\ 0 & 0 & 1 \end{pmatrix}$ results in	a. Reflection about line $y=x$	b. reflection about line $y=-x$	c. Reflection about line $y=0$	d. searching about x-axis
13	The combines the volumes occupied by overlapping 3D objects using set operations	a. Beam penetration	b. CSG Method	c. Sweep representation	d. brep
14	Fractals deals with curves that are ?	a. regularly irregular	b. irregularly irregular	c. regularly regular	d. irregularly regular
15	In 3D-translation, a Solid (x, y, z) can move to the new position (x', y', z') by using the equation	a. $z=z-dz$, $x'=x+dx$ and $y'=y+dx$	b. $x'=x+dx$ and $y'=y+dy$ and $z=z+dz$	c. $X'=x+dy$, $z=z-dz$ and $Y'=y+dx$	d. $X'=x-dx$, $z=z+dy$ and $Y'=y-dz$
16	In perspective projection, the eye is assumed to be situated at a _____ position relative to the object. The _____ is placed between _____ and the _____	a. definite, picture plane, eye, object	b. indefinite, object, eye, picture plane	c. indefinite, picture plane, eye, object	d. indefinite, object, picture plane, eye
17	A projection in which all three foreshortening factors are kept equal is called as	a. Isometric projection	b. diametric projection	c. Trimetric projection	d. quadmetric
18	The smallest discernible change in intensity level is called _____	a. Intensity Resolution	b. Contour	c. Saturation	d. Contrast
19	To convert a continuous sensed data into Digital form, which of the following is required?	a. Sampling	b. Quantization	c. Both Sampling and Quantization	Neither Sampling nor Quantization
20	The spatial resolution of an image principally determine by -	a. Contrast	b. Quantization	c. Sampling	d. Dynamic range
21	What is the sum of all components of a normalized histogram?	a. 1	b. 0	c. -1	d. 2
22	The general form of log transformations is _____	a. $s = c + \log(1 + r)$	b. $s = c \cdot \log(1 - r)$	c. $s = c - \log(1 - r)$	d. $s = c \cdot \log(1 + r)$

23	For the following image data of 8 bits per pixel Image negative of [145 165 227]	a. [110 90 26]	b. [100 90 28]	c. [100 80 27]	d. [110 90 28]
24	For the following image data of 4 bits per pixel. Image threshold point is 7 calculate output image of [15 13 12 7 3 12 6]	a. [15 15 15 15 0 15 0]	b. [15 15 15 0 0 15 0]	c. [15 15 15 0 0 15 15]	d. [15 15 15 15 0 15 15]
25	For the following image data of 3 bits per pixel. Bit plane slicing of given image[7 2 5]	a. [111 101 001]	b. [111 010 101]	c. [110 101 001]	d. [111 101 101]