University of Mumbai
Examination 2020 under cluster 4 (PCE)

Program: BE Information Technology Engineering
Curriculum Scheme: Rev2016
Examination: Third Year Semester V
Course Code: ITDLO5015 and Course Name: Computer Graphics & Virtual Reality

Time: 1 hour   Max. Marks: 50

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

Q1.	The method which used either delta x or delta y, whichever is larger, is chosen as one raster unit to draw the line this algorithm is called?
Option A:	DDA Line Algorithm
Option B:	Midpoint Line Algorithm
Option C:	Bresenham`s Line Algorithm
Option D:	Generalized Bresenham`s Algorithm
Q2.	The simplest output primitive is ....
Option A:	Straight line
Option B:	Straight line segment
Option C:	Point
Option D:	Circle
Q3.	Video devices with reduced volume, weight and power consumption are collectively known as ....
Option A:	Light weight monitors
Option B:	Flat-panel displays
Option C:	CRT
Option D:	Portable display
Q4.	Mid point circle algo generates an arc from ___ to ___
Option A:	90 to 0
Option B:	0 to 90
Option C:	90 to 45
Option D:	0 to 45
Q5.	The seed fill algorithm for filling polygon is classified as ___ fill algorithm and ___ fill algorithm.
Option A:	flood, boundry
Option B:	even, odd
Option C:	edge, flood
Option D:	boundry, scan
Q6.	In a boundary fill algorithm for filling polygon, boundary defined regions may be either _____ connected or _____ connected.
Option A:	2,4
Option B:	4,8
Option C:	8,16
Option D:	8,6

Q7.	Area which is not defined with single boundary color can be filled using ___
Option A:	Boundary fill
Option B:	Flood fill
Option C:	Area fill
Option D:	Soft fill
Q8.	A Polygoan in which the line segment joining any two points within the polygon may not lie completely inside the polygon, is called ___ polygon.
Option A:	Convex
Option B:	Concave
Option C:	Closed
Option D:	Complete
Q9.	sutherland Hodgeman algorithm is a _____
Option A:	Polygon clipping Algorithm
Option B:	Line clipping Algorithm
Option C:	Text clipping algorithm
Option D:	point clipping algorithm
Q10.	Whats purpose of Normalization transformation?
Option A:	Displaying Graphics
Option B:	Making graphics Dependent of display devices
Option C:	clipping graphics
Option D:	Making graphics independent of display devices
Q11.	which is not a type of axonometric projection?
Option A:	Isometric
Option B:	Dimetric
Option C:	Trimetric
Option D:	Multiview
Q12.	Which projection gives TOP, Front & side view of an object?
Option A:	Orthographic
Option B:	Isoometric
Option C:	Cabinet
Option D:	Cavalier
Q13.	which Logical operation is used in line clipping algorithm to categarize the lines using region code?
Option A:	X-OR
Option B:	AND
Option C:	X-NOR
Option D:	OR
Q14.	Which is not a Motion control Method?
Option A:	Behavioral

Option B:	Physical
Option C:	Logical
Option D:	Geometric
Q15.	Graphics Terminal are refreshed at the rate of _____
Option A:	5 to 10 frames per second
Option B:	10 to 20 frames per second
Option C:	30 to 60 frames per second
Option D:	80 to 100 frames per second
Q16.	When a voice command is given, the system searches the _____for a frequency-pattern match.
Option A:	Memory
Option B:	Dictionary
Option C:	Input data
Option D:	Hard disk
Q17.	Which of the following device is not the input device?
Option A:	Trackball and space ball
Option B:	Data glove
Option C:	Impact printers
Option D:	Touch screen
Q18.	Why are many functions deprecated in the OpenGL specification?
Option A:	To highlight functions which one should use when programming the fixed-function pipeline in all new versions of OpenGL.
Option B:	OpenGL's authors at Khronos have made many mistakes and therefore deleted various functions as they released new versions, replacing older versions and making obsolete older functionality that is removed from newer versions.
Option C:	As newer versions are released, older versions with functionality that can be created in the newer version but faster through other methods must be deprecated but are still a part of the specification on most hardware platforms.
Option D:	Texture coordinates have never be used in the OpenGL specification.
Q19.	_____ is the name for the condition that exists when a remotely controlled device transmits its current position, but does it so slowly that it does not indicate its exact current position.
Option A:	insufficient feedback
Option B:	Feedback delay
Option C:	Transmission delay
Option D:	Incomplete feedback
Q20.	Java 3D is
Option A:	object oriented programming
Option B:	object abstract model

Option C:	reality modeling of object
Option D:	abstract model
Q21.	Which type of animation is best for developing characters that would showcase depth and realism?
Option A:	Vector
Option B:	3D animation
Option C:	Alpha
Option D:	2D Animation
Q22.	What is another term to describe vector animation?
Option A:	Vector
Option B:	Path animation
Option C:	Alpha
Option D:	Animation
Q23.	How to read and display an image in OpenCV?
Option A:	Cv2.imread() & Cv2.imshow()
Option B:	Cv2.imgread() & Cv2.imgshow()
Option C:	Cv2.imagegshow()
Option D:	Cv2.imagegread()
Q24.	Which of the following extensions would you not expect to see on a VRML file?
Option A:	Wrl
Option B:	wrl.gz
Option C:	Wrz
Option D:	Vr
Q25.	_____ is a rigid body transformation that moves objects without deformation.
Option A:	Rotation
Option B:	Scaling
Option C:	Translation
Option D:	vector

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Question	Correct Option (Enter either 'A' or 'B' or 'C' or 'D')
Q1.	A
Q2.	C
Q3.	B
Q4.	C
Q5	A
Q6	B
Q7	B
Q8.	B
Q9.	A
Q10.	D
Q11.	D
Q12.	A
Q13.	B
Q14.	C
Q15.	C
Q16.	B
Q17.	B
Q18.	B
Q19.	D
Q20.	A
Q21.	B
Q22.	B
Q23.	A
Q24.	D
Q25.	C