University of Mumbai

Examination 2020 under cluster 4 (PCE)

Program: TE Information Technology
Curriculum Scheme: Rev 2012
Examination: Third Year Semester V
Course Code:TEITC501 and Course Name: Computer Graphics And Virtual Reality
Time: 1 hour Max. Marks: 50

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Q1.	In bresenham's algorithm error term is initialized to ?
Option A:	0
Option B:	1
Option C:	-1/2
Option D:	-1
Q2.	in which type of motion control method, the motion is controlled and defined in terms of coordinate angles, velocities, or acceleration
Option A:	Method based on geometric and kinematics information
Option B:	method based on physical information
Option C:	method base on logical information
Option D:	method based on behavioral information
Q3.	Simulation engine in the VR system is responsible for_____
Option A:	Actually generates the images that users see
Option B:	Work required to maintain a virtual environment
Option C:	Control how the user navigates and interacts with this virtual environment
Option D:	Simulation of the images
Q4.	_____ refers to a technology that interface to the user via the sense of touch by applying forces, vibrations and motion ti the user
Option A:	Tessellation
Option B:	Haptic technology
Option C:	Stencil test

Option D:	Rasterization
Q5.	A Polygon 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
Q6.	The seed fill algorithm for filling polygon is classified as ___ fill algorithm and ___ fill algorithm.
Option A:	flood, boundary
Option B:	even, odd
Option C:	edge, flood
Option D:	boundary, scan
Q7.	In a boundary fill algorithm for filling a 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
Q8.	Seed fill algo for filling polygon is ____ algorithm
Option A:	recursive
Option B:	non-recursive
Option C:	Shift
Option D:	impulsive

Q9.	Coordinates of window are knows as .....
Option A:	Screen coordinates
Option B:	World coordinates
Option C:	Device coordinates
Option D:	Cartesian coordinates
Q10.	A three dimensional graphics has
Option A:	Two axes
Option B:	Three axes
Option C:	one axes
Option D:	four axes
Q11.	A three dimensional object can also be represented using
Option A:	Method
Option B:	Equation
Option C:	Point
Option D:	formula
Q12.	The most basic transformation that are applied in three-dimensional planes are
Option A:	Translation,Scaling,Rotation
Option B:	Translation,Scaling
Option C:	Scaling,Rotation
Option D:	Translation,Rotation
Q13.	Every animation needs a starting and ending point. _____ are used to set these.
Option A:	Scenes
Option B:	Key frames

Option C:	Blank frames
Option D:	Graphic symbols
Q14.	which of the following is geometric modeling scheme
Option A:	solid model
Option B:	liquid model
Option C:	air model
Option D:	super state drive model
Q15.	Random-scan system mainly designed for
Option A:	Realistic shaded screen
Option B:	Fog effect
Option C:	Line-drawing applications
Option D:	Circle draw
Q16.	The primary output device in a graphics system is_____
Option A:	Scanner
Option B:	Video monitor
Option C:	Printer
Option D:	Keyboard
Q17.	Two dimensional color model are
Option A:	RGB and CMYK
Option B:	RBG and CYMK
Option C:	RGB and CYMK
Option D:	RGB and MCYK

Q18.	The point, from which the observer is assumed to view the object, is called
Option A:	View Point
Option B:	Point of projection
Option C:	Point of observer
Option D:	Center of projection
Q19.	Tracking Devices have _____ degree of freedom
Option A:	4
Option B:	6
Option C:	5
Option D:	3
Q20.	HSD is acronym for_____
Option A:	Head supported display
Option B:	Haptic stereo display
Option C:	Hand supporting display
Option D:	Head stereo display
Q21.	Java 3D is
Option A:	object oriented programming
Option B:	object abstract model
Option C:	reality modeling of object
Option D:	abstract model
Q22.	in java 3d the Color Cube object is instance of ____ class
Option A:	ColorCube3d
Option B:	ColorCube

Option C:	Cube3d
Option D:	CubeinColor
Q23.	Which of the following methods is the fastest pixel position calculating method?
Option A:	Bressenham's line algorithm
Option B:	DDA line algorithm
Option C:	MDA algorithm
Option D:	Mid-point algorithm
Q24.	If we want to display constant-length dashes, then we need to do the following.
Option A:	We must use functions
Option B:	We must use line-type functions
Option C:	We need to adjust the number of dots
Option D:	We need to adjust the number of pixels plotted in each dash
Q25.	Disadvantage of surface model is
Option A:	Does not represent the internal feature of the model
Option B:	Does not allow for the use of realistics rendering tools
Option C:	no guarantee that the model definition is correct,complete or manufacturable
Option D:	tend to be realistic

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Question	Correct Option (Enter either 'A' or 'B' or 'C' or 'D')
Q1.	A
Q2.	A
Q3.	B
Q4	B
Q5	B
Q6	A
Q7	B
Q8.	A
Q9.	B
Q10.	B
Q11.	B
Q12.	A
Q13.	B
Q14.	A
Q15.	C
Q16.	B

Q17.	A
Q18.	D
Q19.	B
Q20.	A
Q21.	A
Q22.	B
Q23.	B
Q24.	D
Q25.	A