

Program: BE INFORMATION TECHNOLOGY Engineering

Curriculum Scheme: Revised 2012

Examination: Third Year Semester V

Course Code : TEITC501 and Course Name:Computer Graphics & Virtual Reality

Time :1 hr

Max Marks :50

Question No.	Question Statement	Options			
		A:	B:	C:	D:
1	What is VR?	Version Reality	Visual Reality	Virtual Reality	Very Real
2	2D rotation is applied to an object by	Translating it along with straight line path	Translating it along with circular path	Translating it along with straight line path and then circular path	Translating it along circular path and then straight line path
3	What is the initiator in fractals?	Given geometric shape	Generated geometric shape	Divided geometric shape	Replaced geometric shape
4	In Cohen- Sutherland line clipping algorithm,for each line endpoint that has one in the same bit position in the region codes the line lies_____.	Completely inside the clipping rectangle	Completely outside the clipping rectangle	Completely left to the clipping rectangle	Completely right to the clipping rectangle
5	Which of the following are seed fill algorithms?	boundary fill, flood fill, scan line fill	boundary fill, scan line fill	flood fill, scan line fill	boundary fill, flood fill
6	Positive angle theta $\theta$ in rotation depicts	clockwise rotation	antoclockwise rotation	full rotation	semi rotation
7	A point inside polygon from which color filling starts is called as.....	pivot point+D29	seed point	vanishing point	centroid
8	_____ enables humans to interface with the machine without any mechanical devices	Sign Language	Commands	Body language	Gesture Recognition
9	How large number of operations involved in circle drawing algorithms are reduced?	By usng integer operations	By using floating-point operations	By considering the symmetry of circle	By considering the area of circle
10	HMD stands for	Head-mounted display	Head-marked display	Head-mounted device	Head-movement display
11	A procedure that identifies those portions of a picture that are either inside or outside of a specified region of space is referred to as	Clipping Algorithm	Viewing transportation	Soft fill algorithm	Line drawing algorithm

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12	Path between positions is calculated using _____ in keyframing techniques	Extrapolation	Simple join	Spline Interpolation	Projections
13	Which transformation is used to tilt an object?	Scaling	Translation	Shear	Rotation
14	_____ is constructed with a series of sensors that detect hand and finger motions.	mouse	tracker ball	joystick	data gloves
15	In perspective projection lines of projection converge at a single point called _____	Point of reference	Centre of Projection	Projection centre	Hit Point
16	In a boundary fill algorithm for filling polygon, boundary defined regions may be either _____ connected or _____ connected	2,4	4,8	4,12	16,16
17	Through how many points a quadratic bezier curve is defined?	3	2	1	4
18	_____ is used to represent curves, surfaces and solids	Geometric Model	Kinematic Model	Physical Model	Behavior Model
19	In VRML, by default, all shapes are built at _____	The origin of the world coordinate system	The top left corner of the world coordinate system	The top right corner of the world coordinate system	The bottom left corner of the world coordinate system
20	Fractals can be defined as-	Dissimilar objects	Derived objects	Self-similar objects	Simpler objects
21	Which shape is preferred for surface polygonal mesh	Pentagon	Line	Triangle	Square
22	Tracking devices are also called _____	6-angular-of-freedom devices	6-degree-of-freedom devices	6-direction-of-freedom devices	6-views-of-freedom devices
23	How many 2D transformations are required to rotate an object with respect to pivot point?	2	3	4	5

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24	In Sutherland- Hodgeman algorithm ,We can correctly clip a polygon by processing the polygon boundary as a whole against each _____	side wall	top edge	window edge	bottom edge
25	What is a bitmap image?	A series of curves	A series of pixels	A series of lines	A series of circles