Question Bank

Class: S.Y.B. Sc.IT   **Semester: IV**

Subject: Computer Graphics and Animations

Sr. No	UNIT 1	Option 1	Option 2	Option 3	Option 4
1	The refresh rate of Liquid Crystal Screen is	60 frames/sec	80 frames/sec	30 frames/sec	100 frames/sec
2	In a graphics defined system the primary output device is_____	Scanner	Video monitor	Web Camera	Printer
3	The _____emits a beam of electrons cathode rays.	electron beam	base	elctron gun	X deflect
4	Full of CRT is:	Cathode Ray Tube	Computer Ray Tube	Cathode Random Tube	Cathode Raster Tube
5	The Graphics cannot be	Drawing	scalar	Simulation	Movies
6	Types of Computer graphics are	Random and Raster	Scalar and Raster	Only Raster	Only Random
7	Image generation from a model is called as _____.	scattering	shading	Rendering	Transport
8	What is the disadvantage of the light pen?	Shape	capability of interactive graphics	Accurate reading	Cannot detect positions within black areas
9	The disadvantage of DDA is	plotting of same point twice is not possible	Using round off( ) function increases time complexity of the algorithm	easy method because each step involves just two additions	involves floating point additions.

10	DDA is stands for	Digital difference analyser	Direct differential analyser	Digital differential analyser	Data difference analyser
11	Which algorithm is a faster method for calculating pixel positions?	Bresenham's line algorithm	Parallel line algorithm	Mid-point algorithm	DDA line algorithm
12	Which algorithm is not used to detect whether line lies inside the screen or it is outside the screen	Cohen Sutherland Line Clipping Algorithm	Midpoint Subdivision Line Clipping Algorithm	Liang-Barsky Line Clipping Algorithm	Parallel line algorithm
13	Which of the following is not a type of Polygon Clipping:	Sutherland-Hodgeman polygon clipping algorithm	line polygon clipping algorithm	Vatti clipping algorithm	Weiler-Atherton polygon clipping algorithm
14	Midpoint circle drawing algorithm is used to _____ the points for a circle.	rasterizing	pixel	initialize	octants
15	Circle drawing algorithm used in computer graphics	Point algorithm	Bresenhams	Liang barsky	Cothen-sutherland
16	Which of the following is not used for line clipping	Mid point	Bresenhams	Liang barsky	Cothensutherland
17	Which of the following is not an active device.	Resistors	Transistors	Voltage source	Capacitors
18	Which of the following is a passive device.	Resistors	Transistors	Voltage source	DC generators
19	_____component does not need any form of electrical power to operate.	Diode	Active	Passive	JEFT
20	_____ is an electronic component which supplies energy to a circuit.	Inductors	Passive	Resistors	Active
21	Which is not an input device?	Microphone	Bar code reader	Optical Mark Reader	Video Monitor
22	How do we find slope?	X2-X1	Y2-Y2	Y2-Y1/X2-X1	Y1-Y2/X1-X2
23	LCD Stands for_____	Leverage Crystal Display	Liquid Crystal Display	Line Crystal Display	Large Crystal Display
24	_____ is the application of Computer Graphics.	Printing	Scanning	Computer Aided Design	Saving
25	A graphic display is made up of small cells or small dots known as _____.	Pico	Pixel	Point	Polygon
26	In Cohen Sutherland Line Clipping Algorithm, the display screen is divided into _____ regions.	9	6	3	12

27	The _____ effect is the appearance of jagged edges or "jaggies" in an image .	Aliasing	Antialiasing	Smoothing	Drawing
28	CRT is a vacuum tube in which produces images when an electron beam strikes a _____ surface.	Flourescent	Phosphorescent	Neon	Inert
29	In Raster Scan display, the picture definition is stored in memory area called the _____	Frame Buffer	Area Buffer	Place Buffer	Store Buffer
30	Random-scan displays are designed to draw all the component lines of a picture _____ each second.	10 to 20 times	20 to 40 times	30 to 60 times	60 to 80 times
31	_____ is also called as "Stroke-writing display".	Y Scan	Random Scan	Z Scan	Raster Scan
32	_____ graphics device does not do anything special when the user tries to interact with it.	Passive	Active	Inward	Outward
33	_____ graphics device esponds to what the user does to it.	Passive	Active	Inward	Outward
34	The _____ gun focuses a narrow beam which is directed at the face of the CRT.	Neutron Gun	Element Gun	Electron Gun	Proton Gun
35	What is the formula for finding decision variable (d) in bresenhams circle drawing algorithm?	2-3r	3*2r	3-2r	3-r
36	1001 is considered as _____in cohen sutherland algorithm.	bottom left	top bottom	bottom top	right left
37	TBLR stands for:	Top Back Left Right	Top Back Left Right	Text Back Lower Right	Top Bottom Left Right
38	In conhen sutherland line clipping each region is devided into _____.	1 bits	4 bits	5 bits	4 bytes
39	In beam penetration method _____techique is useed on yhe monitor.	rasterizing	random Scan	raster scan	scanning
40	In beam penetration method the CRT screen is coated with _____layers of phosphor.	3	2	5	6
41	Beam penetartion method produces _____colors only.	2	Universal	3	4
42	The disadvantage of shadow mask method is:	realistic image	different colors	shadow scenes	convergence problem
43	Shadow mask method is commonly used in _____.	rasterizing	random Scan	raster scan	scanning
44	Which element is used to control the direction of elctron beam in CRT?	electron gun	control grid	deflection plate	beam

45	In beam penetartion method the beam of slow electrons excites the _____ layer only	inner red	inner green	outer red	outer green
46	In beam penetartion method the beam of high speed electrons excites the _____ layer only	inner red	inner green	outer red	outer green
47	A shadow mask CRT has ____ phosphor color dots at each pixel position.	2	3	4	5
48	Shadow mask grid is pierced with small round holes in a_____pattern	triangular	circle	square	wave like
49	Which header file contains the functionality of putpixel( )?	conio	dos	graphics	stdlib
50	In putpixel ( ) the third parameter denotes?	index	y value	x value	color value
	UNIT 2				
1	What is another name for the Translation pair (Tx, Ty)?	Shift Vector	Shift Coordinates	Translation points	Trans vector
2	A Pixel is represented dy a tuple Xw,Yw,w in_____	Normalised Device Coordinates	Homogeneous coordinates system	3D coordinate system	2D coordinate system
3	If the angle Q is positive then the rotation direction will be	Clockwise	Anticlockwise	Parallel	Perpendicular
4	CThe shape of the object gets by which transformation.	Scaling	Rotation	Translation	Shear
5	f we multiply any matrix A with identity matrix then resultant matrix will be	Identity matrix	Translation matrix	Scaling matrix	Original matrix
6	In homogeneous co-ordinate system a pixel is represented as	X,Y	X,Y,Z	X,Y,W	Xw,Yw,w
7	Two consecutive transformation t1 and t2 are	Additive	Substractive	Multiplicative	Divisive
8	Reflection about the line Y=X is equivalent to _____,followed by a anticlockwise rotation 90˚	Reflection about y-axis	Reflection about x-axis	Reflection about origin	No reflection
9	Two consecutive scaling transformation t1 and t2 are _____.	Additive	Substractive	Multiplicative	Divisive
10	After scaling a triangle having coordinates A(0,0),B(5,0),C(5,5)by 2 units in X and 3 units in Y direction then resultant Coordinates will be.	A(0,0),B(10,0),C(10,15)	A(0,0),B(10,15),C(10,0)	A(0,0),B(0,10),C(15,10)	A(2,3),B(10,0),C(10,15)
11	Changing Position, shape, size, or orientation of an object on display is known as _____	Transformation	Orientation	Transpose	Change

12	Basic transformation included Translation , Rotation and _____	Shearing	Scaling	Movement	Lighting
13	Translation distance pair (tx,ty) is called a _____	Rotation vector	Translation vector	Transpose vector	Translation matrix
14	Positive value of rotation angle is _____	Clockwise rotation	90 degree rotation	Counter clockwise rotation	45 degree rotation
15	Transformation to alter the size of the object is called _____	Translation	Rotation	Scaling	Shearing
16	Different values of sx and sy will produce _____	Large Scaling	Small Scaling	Uniform Scaling	Differential Scaling
17	When two or more transformation is performed on the figure it is called as _____	Composite transformation	Scaling transformation	Translation transformation	Rotation transformation
18	A transformation that produces a mirror image of the object is_____	Rotation	Reflection	Scaling	Translation
19	A transfomation that changes the angle of the figure is _____	Reflection	Scaling	Rotation	Translation
20	A 2-D position is represented with homogeneous coordinates as _____	(h, x, y)	(x, h, y)	(x, y, h, 1)	(x, y, h)
21	The unit square is a square which has a vertice at _____	(-2, -2)	(-1, -1)	(2, 2)	(0, 0)
22	"Cavalier" and "Cabinet" projections are types of _____	Oblique Projection	Orthographic Projection	Perspective Projection	Isometric Projections
23	_____ operation is also called as deformation	Scaling	Shearing	Translating	Rotation
24	In homogeneous coordinate system, 2D coordinate positions (x, y) are represented by _____ coordinates.	2	3	4	5
25	In Orthographic Projections, Top view of an object is projected on _____	Vertical Plane	Side Plane	Horizontal Plane	Profile Plane
26	A 3-D position is represented with homogeneous coordinates as _____	(h, x, y, z)	(x, h, y, z)	(x, y, h, z)	(x, y, z, h)
27	The moving of an image from one place to another in a straight line is called a _____.	Translation	Rotation	Scaling	Shearing
28	Negative value of rotation angle is _____	Clockwise rotation	90 degree rotation	Counter clockwise rotation	45 degree rotation
29	In Computer Graphics, _____ are the points at which lines appear to converge.	Appearing points	Disappearing points	Vanishing points	Advanced points
30	A translation can be done by _____ to each point, the amount, by which picture is to be shifted	Multiplying	Dividing	Adding	Removing

31	To combine three different 2D transformations into a single transformation, _____ coordinates are used.	Heterogeneous	Homogeneous	Complete	Arbitrary
32	In total, there are _____ types of Axonometric projections	3	4	5	6
33	In homogeneous coordinate system, 3D coordinate positions (x, y,z) are represented by _____ coordinates.	2	3	4	5
34	_____ is a technical drawing in which different views of an object are perpendicular to respective reference plane.	Axonometric Projections	Orthographic Projections	Oblique Projections	Regular Projections
36	After performing Y-shear transformation we got A(2,5),B(4,11),C(2,7).If the constant value is 2 then original Coordinates will be	A(2,5),B(4,11),C(2,7)	A(2,1),B(4,3),C(2,3)	A(4,1),B(10,3),C(4,3)	A(5,11),B(3,4),C(3,2)
37	The point (x,y) becomes (y,x) in_____transformation.	Reflection about origin y-axis	Reflection about x-axis	Reflection at line Y=X	Reflection about y-axis
38	Which of the following transformation is not used in rotation about arbitrary point in 2D?	Rotation	Reflection	Scaling	Translation
39	If the resultant object is given along with the set of transformations applied on it, then to find the original object we get is	Affine transformation	Reverse transformation	Normal transformation	Inverse transformation
40	AA point (x,y) becomes (-x,y) in_____transformation.	Reflection at X axis	Reflection at Y axis	Reflection at origin	Reflection about line Y=X
41	In Y-shear transformation point (x,y) becomes_____.	x+yb,xa+y	x+yb,y	x,xa+y	xb+y,xa+y
42	Reflection about X-axis followed by reflection about Y-axis is equivalent to_____	Reflection about line Y= X	Reflection about origin	Reflection about line Y=-X	Reflection about Y-axis
43	If a circle is scaled in only one direction then it will become_____	Parabola	Hyperbola	Ellipse	Circle
44	If we take mirror reflection of a points(x,y) along x-axis then the point becomes	(x,-y)	(-x,-y)	(-x,y)	(y,x)
45	The number of matrices required to rotate an object about a point(1,1) are	1	2	3	4
46	Which transformation needs homogeneous coordinates to represent it in Matrix from?	Translation	Rotation	Scaling	Shearing

#	Question				
47	Any 2D point in homogeneous coordinates is represented in a matix form with dimension as	1*2	2*1	1*3	3*1
48	f we rotate a triangle ABC having A(1,1), B(10,1), C(5,5) by 90 degree in anticlockwise direction then the ABC will become	A(1,1), B(10,1), C(5,-5)	A(-1,1), B(-10,1), C(-5,5)	A(-1,1), B(-1,10), C(-5,5)	A(-1,1), B(-1,10), C(-5,-5)
49	Find out final co-ordinate of a figure bounded by co-ordinate A(2,1), B(2,3), C(4,2), D(4,2) with scale factor is 3	A(6,3), B(6,9), C(6,12), and D(12,6)	A(6,3), B(6,9), C(6,12), and D(6,12)	A(6,3), B(6,9), C(12,6), and D(12,6)	A(6,3), B(9,6), C(12,6), and D(6,12)
50	If we scale the square ABCD whose co-ordinate are A(2,2), B(5,2), C(5,5), D(2,5) by 1.5 and 0.5 units in X and Y then resultant coordinates will be	A(3,1) , B(7.5,1), C(7.5,5), D(3,5)	A(3,3) , B(7.5,3), C(7.5,7.5), D(3,7.5)	A(3,1) , B(7.5,1), C(7.5,2.5), D(3,2.5)	A(3,3) , B(5,3), C(5,7.5), D(3,7.5)
	UNIT 3				
1	In 3D viewing, the world co-ordinate position of the objects are converted into viewing co-ordinates by	Viewing	Projection	Workstation	3D
2	In 3D viewing, mismatch between 3D objects and 2D displays is compensated by introducing_	Transformation	Projection	Rotation	Translation
3	In 3D viewing, _____-transformation transforms the projection co-ordinates into the device coordinates.	Viewing	Projection	Workstation	3D
4	A view Plane normal vector is perpendicular to	View Plane	Projection Plane	Reference Plane	Viewport Plane
5	Two Basic ways of projecting objects onto the view plane are _____ and _____- .	Serial, Parallel	Serial,Perspective	Parallel, Perspective	Parrallel, Lateral
6	Which projection produce the realistic views but does not preserves relative proportions	Serial	Perspective	Parallel	Any
7	The oblique projections are classified as _____ and _____ projection	Cavalier and Cabinet	Serial & Parallel	Parallel & Perspective	Isometric & dimetri
8	The first viewing parameter in perspective projection we must consider is the?	Viewing window	Shift vector	View reference point	View reference plane
9	For a point (2,1,2) if we apply reflection about Y-axis, then the new point will become	(2,- 1,2)	(- 2,1,- 2)	(2,- 1,- 2)	(- 2,- 1,2)
10	Which of the following is not a type of perspective projection	Isometric	One point	Two point	Three point
11	The color code "000" is for_____.	White	Black	Blue	Green
12	Color information can be stored in_____.	Main memory	Secondary memory	Graphics card	Frame buffer

13	Measurement of the wavelength and the intensity of electromagnetic radiation in the visible region of the spectrum.	Photometry	Colormetry	Radiometry	Spectrum
14	Area selected in world-coordinate for display is called _____	World	View	Display	Window
15	The science of measuring visible light in units according to the sensitivity of the human eye is _____	Photometry	Colormetry	Radiometry	Spectrum
16	A set of techniques for measuring electromagnetic radiation, including visible light.	Photometry	Colormetry	Radiometry	Spectrum
17	3D graphical projections constructed by mapping points in 3-dimensional space to points on a 2-dimensional projection plane is _____	Lateral Projection	Planar Projection	Horizontal Projection	Vertical Projection
18	COP stands for _____	Centre of Planar	Changing Projection	Centre of Projection	Clear on Projection
19	Projection used for advertising is _____	Orthographic	Perspective	Oblique	Horizontal
20	Projection method for representing 3-dimensional objects in 2 dimensions in technical and engineering drawings	Vertical	Perspective	Isometric	Oblique
21	Projection of front view of an object onto a drawing surface in which lines of projection are perpendicular is called _____	Orthographic	Perspective	Oblique	Horizontal
22	In the RGB color cube the origin, (0, 0, 0) represents _____	White	Black	Red	Blue
23	CMYK color space is a combination of CYAN, MAGENTA, YELLOW , and _____.	Black	Blue	Red	Purple
24	Viewing pyramid is intersected by a _____ and _____ clipping plane.	Left and Front	Right and Back	Front and Back	Right and Left
25	In the spectrum of visible light, the shortest wavelength is of _____	Blue	Red	Violet	Yellow
26	In Color Spaces, the n-bit integer means colors in range of 0 to _____	2^n	$2^n - 1$	$2^n + 1$	$2^n + 2$
27	A viewing frustum is a _____ in a scene positioned relative to the viewport's camera	3-D volume	2-D image	2-D area	1-D point
28	For RGB 24-bit color system, each color coordinate can range from 0 to _____	15	255	127	63
29	Light is an _____ radiation that can be detected by the human eye	alpha	magnetic	gamma	electromagnetic
30	Chromatic adaptation describes the ability of human _____ perception	Sound	Persistence	Color	Light

31	The simplest camera model is known as the _____ camera model	Regular	Pinhole	Normal	Box
32	_____ is the most widely used color space	HSV	CMY	CMYK	RGB
33	In the spectrum of visible light, the highest wavelength is of _____	Blue	Red	Violet	Yellow
34	Camera coordinate system is also called as the _____	Camera model System	Camera focus system	Camera reference system	Camera Stage system
35	Combination of Red, Green and Blue in RGB model provides _____ color	White	Black	Yellow	Purple
36	Smallest wavelength of is _____	Visible Light	Radar	Infrared	Gamma rays
37	The range that specifies the gray or grayscale levels is_____.	The value range from -1 to 1	The value range from 0 to -1	The value range from 0 to 1	The value range from -1 to 0
38	With 3 bits per pixel, we can accommodate 8 gray levels. If we use 8 bits per pixel then what is the value of gray levels ?	18 gray levels	128 gray levels	256 gray levels	64 gray levels
39	Equation that describes hue is _	H = H-90	H = H-100	H = H-140	H = H-120
40	0 degree of red color in hue image will correspond to_____.	Boundary	White region	Black region	Edges
41	White color in a Cartesian coordinate system can be represented as_____.	(0,1,1)	(0,1,0)	(0,0,1)	(1,1,1)
42	RGB model are used for_____.	Computer display	Printing	Painting	Drawing
43	CMYK model are used for_____-.	Computer display	Printing	Painting	Drawing
44	The intersection of three primary RGB color produces_	White color	Black color	Magenta color	Blue color
45	Color depth can be defined by _____ which can be displayed on a display unit.	Bits per pixel	Bytes per pixel	Megabyte per pixel	Gegabyte per pixel
46	CMYK true color model has _____ color depth.	24bit	32bit	64bit	128 bit
47	Hue and saturation, both together produce_____.	Brightness	Transitivity	Chromaticity	eflectivity
48	Radiometry is the Science of measuring light in any portion of the _____ spectrum	Magmetic	Electric	Electromagmentic	Color
49	Radiant energy can be measure in _____ units	Joules	Watt	Volt	Flux
50	The amount of light transported is measured by ____	light density	Spectrum Density	Pixel Density	Flux Density
	UNIT-4				

#	Question				
1	If the normal vector is pointing away from the COP then it is on which face?	Top	Back	Side	Front
2	If the normal vector is pointing in the direction of COP then it is on which face?	Front	Top	Back	Side
3	Back-Face detection, also known as _____ method.	Plane equation	Visibility	Normal	Vector
4	In left- handed system the Z component of the normal vector is always_____	Positive	Zero	Negative	Can be both positive & negative.
5	In right - handed system the Z component of the normal vector is always_____	Positive	Zero	Negative	Can be both positive & negative.
6	If the Z component of normal vector is positive than it is a_____ face.	Top	Back	Front	Bottom
7	If the Z component of normal vector is negative than it is a_____ face.	Top	Back	Front	Bottom
8	BSP stands for	Binary set partitioning	Binary search partitioning	Binary sequential partitioning	Binary space partitioning
9	Select the appropriate disadvantage of BSP tree.	collision detection in 3D video games and robotics.	ray tracing	handling of complex spatial scenes	visible surface determination
10	The inventor of painter algorithm is	William	Fetter	Hewells	Ivan
11	Depth sort is performed in which the polygons are listed according to their	Priority order	FIFO	visibility order	Queue
12	Painters algorithm uses the technique of	image space	pixel	distance	layer
13	Curve is an _____set of point.	Finite	Infinite	Large	Less
14	which is not a type of curve?	Implicit	Explicit	Parametric	Parameter t
15	The equation of implicit curve is	f(x,y)=0	y=f(x)	P(t) = f(t)	P(t) = x(t), y(t)
16	Which is not a Bezier curve?	Simple	Cubic	Binary	Quadratic
17	Parametric Curve have the equation form as	P(t) = x(t), y(t)	P(t) = x(p), y(t)	P(t) = x(p), y(p)	P(t) = x(t), y(p)
18	Among the following which surface cannot have with a specified area boundary?	Inside	Outside	Overlapping	Nearby
19	Buffer method is an extension of the _____buffer method.	Z	Back face	B spline	Deapth
20	Back faces have normal vectors that point away from the viewing position are identified by	C >= 0	C < 0	C == 0	C != 0

21	_____ is an Algorithm that determines which parts of shapes are to be rendered in 3-D coordinates	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method
22	Algorithm that is based on the pixels to be drawn on 2D is _____	Image Space Method	Object Space Method	Fixed Space Method	Variable Space Method
23	_____ is a technique in which hidden surfaces are not removed but displayed with effects such as intensity, color or shadow	Depth Search	Upward search	Downward Cueing	Depth Cueing
24	_____ is an object space method in which objects and parts of objects are compared to find out the visible surfaces.	Front face detection	Upward detection	Back face detection	Downward detection
25	Depth Buffer Method is also know as _____	X Buffer	Y Buffer	Z Buffer	K Buffer
26	For Parametric equation of a Parabola, the y co-ordinate is given as _____	at	2at	4at	8at
27	An infinitely large set of points is _____	Triangle	Angle	Quadrilateral	Curves
28	Curve created using control points is _____	B Spline	Bezier	X Curve	Y Curve
29	A curve that pass through first and last control points is called _____	B Spline	Bezier	X Curve	Y Curve
30	The curve that provides local control over the curve surface is called _____	B Spline	Bezier	X Curve	Y Curve
31	In Parametric Cubic Curves, the parameter t has the degree _____	1	2	3	4
32	If the ellipse is centered on the origin (0,0) the parametric x co-ordinate is _____	x = a sin t	x = a cos t	x = a cosec t	x = a cot t
33	In Parametric equation of a Parabola, the x co-ordinate is given as _____	at^2	2at	2at^2	at
34	There are in total ____ different quadric surfaces:	6	3	12	9
35	In parametric equation of a circle centered at origin with radius r, the y co-ordinate is _____	y = r cos(t)	y = r sin(t)	y = r tan(t)	y = r cosec(t)
36	In Parametric Equation of an Ellipse, t is the parameter, which ranges from _____radians.	0 to 2π	0 to π	0 to $\pi/2$	0 to $\pi/4$
37	In Area-subdivision method, the total viewing area is successively divided into smaller and smaller _____ till pixel level.	Circles	Squares	Rectangles	Hexagon

38	The parametric equation of a circle centered at the origin, with radius r, has x co-ordinate can be given as _____	x = r cos(t)	x = r sin(t)	x = r cosec(t)	x = r tan (t)
39	_____ method takes advantage of those view areas that represent part of a single surface.	BSP	Area-subdivision	Depth-Sort	Scan-Line
40	In the parametric equation of a horizontal hyperbola, the x co-ordinate is given as _____	x = b sec t	x = a cosec t	x = a sec t	x = b cosec t
41	Depth sorting is associated with _____ algorithm	Painter's algorithm	BSP algorithm	Back-face method	Scan-Line method
42	For parametric equation of a horizontal hyperbola, the y co-ordinate is given as _____	y = b sec t	y = b tan t	y = a sec t	y = a tan t
43	In Depth-Buffer Method, the Object depth is measured from view plane along _____ of a viewing system	x axis	y axis	z axis	origin
44	For an ellipse is centered on origin, the parametric y co-ordinate is _____	y = b cos t	y = b sin t	y = b tan t	y = b cosec t
45	The curve is defined as the locus of a point moving with ____ degree of freedom	0	1	2	3
46	What is the denotation of a ray if it intersects the top boundary?	L	T	P	B
47	The shape of the Bezier curve is controlled by _____	Control Point	Knot	End Point	Pixel
48	The B-spline curve has a	first-order continuity	second-order continuity	zero-order continuity	No-order continuity
49	Which of these is a polynomial curve for medelling curves and surfaces	B-spline Curve	Space Curve	Bezier Curve	Hyperbola
50	In Beizer Curve, the curve follows _____.	the control points	the shape of the defining polygon	the defining points	the starting point
	UNIT 5				
1	Movement on the output device created by displaying a sequence of still images is called as	Perspective	Animator	Projection	Animation
2	The process of designing, drawing, creating photographic series which are integrated into the multimedia and gaming is called as _____-	Animation	Projection	Animator	Perspective
3	A person who creates animations is called_____-.	designer	inventor	software developer	animator
4	The animator specifies critical or key positions for the objects in the process of?	Simulation	frame by frame	Keyframing	Morphing

5	The transformation of object shapes from one form to another form is called_____.	Morphing	Keyframing	frame by frame	Simulation.
6	The process of getting the animated character to life is called as _____	Character animation	Morphing	Simulation	Animation
7	JPEG stands for	Joint Photographic Encapsulated Group	Joint Photographic Experts Group	Joint Photographic Exchange Group	Joint Photo Experts Group
8	The process to steer towards the average heading of local flockmates is called as	separation	cohension	alignment	boid
9	The process to move towards the average position of local flockmates is called as	separation	cohension	alignment	boid
10	? Which method is used for image processing of contrast image	Histogram equalization	Equalization	Flocking	Image processing
11	Histogram equalization often produces _____ effects in photographs.	Unrealistic	Realistic	Accurate	Clear
12	_____is often used to reduce noise within an image.	Histogram equalization	Smoothing	Filtering	Image processing
13	Which methods of smoothing can be used to produce a less pixelated image?	Frequency Value	Low Value	High Value	Median Value
14	Which is not among the 12 principles of animation?	Slow In Slow Out	Solid Drawing	Picture	Arc
15	_____ refers to the number of frames for a given action, which transforms to the speed of the action on film.	Image Processing	Pose to pose	Timing	Anticipation
16	Animation that requires frame by frame action beginning to end is	Pose to pose	Straight ahead	Slow in	Slow out
17	For bitmap or vector based graphics _____ effects can be used.	Translation	Transformation	Smoothing	Deformation
18	The size,color ,shading and other properties of an object can be manipulated using	Smoothing	Filtering	Histogram Equilization	Processing
19	Animation in which objects are animated by procedure or a rule	Keyframing	Procedural	Behavioural	Designing
20	An animation, an autonomous character determines its own actions, at least to a certain extent.	Keyframing	Procedural	Behavioural	Designing
21	JPEG is a _____ compression.	lossless	lossy	original	qualfied
22	Information processing for which both the input and output are images.	Text Processing	Video Processing	Image Processing	Signal Processing
23	_____-is difference between two frames.	timimg	action	spacing	character

24	_____-is used to prepare the audience for an action , & to make the action appear more realistic.	timing	appeal	anticipation	solid object
25	_____-creates interest & realism.	Secondary action	primary action	appeal	exaggeration
26	The drawing of an object is called as _____.	image	animation	frame	character animation
27	Creating new frame in between the exixting one is called as _____.	in between frames	last frames	upper frames	lower frames
28	_____is nothing but creating new frames in between the existing one.	frames	interpolation	image	animation
29	Changes in an objects shape or form due to the application of a forces is called as	changes	deformation	smoothing	arc
30	The art of creating moving images via the use of computers	Computer animation	Computer motion	Computer movement	Computer design
31	A technique, a storyboard is laid out and then the artists draw the major frames of the animation.	Keyboarding	Keyframing	Keylogging	Designing
32	It is a method in image processing of contrast adjustment using the image's histogram.	Histogram processing	Histogram equalization	Historical equalization	Historical Processing
33	The non linear digital filtering technique is	Mode filter	Median filter	Mean filter	Video filter
34	Data compression applied to images in order to reduce the size and thereby the storage cost	Video compression	Text compression	Image compression	Hybrid compression
35	A _____ can be described in terms of vector or raster graphics.	frame	object	image	pixel
36	GIF stands for	graphics interchange format	graphics interchange formula	graph interchange format	graphics interexchange format
37	PNG Stands for	portable network graph	port network graphics	portable network graphics	portable neural graphics
38	SVG stands for	scalabel view graphics	scalabel vector graphics	scalabel view graph	scalabel vector graph
39	TIFF stands for	tag Image file	tagged Image file format	tag Image file sheet	tag Image file format
40	File extension for TIFF file is :	ti	tif	image	tf
41	PNG is a _____ compression.	lossless	lossy	original	qualfied
42	GIF is a _____ compression.	lossless	lossy	original	qualfied
43	JPEG file extension is represented as:	jpeg	jpg	jg	jng

44	GIF89a can also be specified for_____presentation.	interlaced GIF	raster	vector	scalar
45	GIF uses the _____raster data tpye.	2D	3D	image	scalar
46	_____-is used in skeleton animation for representing a 3D character model.	flock	animation	stimulation	rigging
47	Straight ahead action involves drawing _____from start to finish.	frame-by-frame	frame	image	object
48	GUI stands for-	user interface	graph user interface	graphical user interface	graphical user interchange
49	A secondary action is:	second thing to happen in animation	adds to the main action making it unreal	confuses animation	adds to the main action giving it more life
50	The principal of solid drawing means-	animators should adhere to the same principles of flying as academic artists	drae lines that are solid	draw line with 2D pencil	animators should adhere to the same principles of drawing as academic artists.