Program: INFORMATION TECHNOLOGY
Curriculum Scheme: Rev2016
Examination: Third Year Semester V

Course Code: ITDLO5015 and Course Name: CGVRS

Time: 1 hour Max. Marks: 50

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

Option A: Option D: Option	01	M/hat is the use of DDA algorithm?
Option B: Option C: Option D: Option D: Option D: Option D: Q2. Types of computer graphics are Option B: Option B: Option B: Option B: Option B: Option D: Raster and Raster Option D: Raster and Scalar Option A: Option B: Option B: Option B: Option C: Signals Option D: electrons Q4. In computer terminology, CRT stands for Option A: Cathode Ray Tube Option B: Option B: Computer Remote Terminal Option C: Option D: Computer Remote Terminal Option C: Option D: Opti	Q1.	What is the use of DDA algorithm?
Option C: Option D: Option D: Option D: Option D: Q2. Types of computer graphics are Option A: Option B: Option C: Option D: Raster and Raster Option D: Raster and Scalar Q3. Rays emitted by cathode ray tube are light Option B: Option C: Option D: Q4. In computer terminology, CRT stands for Option B: Option C: Option D: Cathode Ray Tube Option D: Option C: Option B: Option C: Option D: Frames		ŭ ŭ
Option D: Drawing line Q2. Types of computer graphics are Option A: Vector and Raster Option B: Scalar and Raster Option D: Raster and Scalar Q3. Rays emitted by cathode ray tube are Option A: light Option B: radiations Option C: signals Option D: electrons Q4. In computer terminology, CRT stands for Option A: Cathode Ray Tube Option B: Computer Remote Terminal Option C: Computer Result Table Option D: Computerized regular Thermography Q5. The Cartesian slope-intercept equation for a straight line is Option B: y = b.x + m Option C: y = x.x + m Option C: y = x.x + m Option D: U = b + m.m Q6. On raster system, lines are plotted with Option A: Lines Option B: Dots Option D: Frames Q7. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation		
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Option B: Dots Option C: Pixels Option D: Frames Q7. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation	Q6.	On raster system, lines are plotted with
Option B: Dots Option C: Pixels Option D: Frames Q7. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation	Option A:	Lines
Option C: Pixels Option D: Frames Q7. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation		Dots
Option D: Frames Q7. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation		Pixels
Q7. In 2D-translation, a point (x, y) can move to the new position (x', y') by using the equation		Frames
the equation	•	
the equation	Q7.	In 2D-translation, a point (x, y) can move to the new position (x', v') by using
Option A: x'=x+dx and y'=y+dx		
	Option A:	x'=x+dx and y'=y+dx

Option B:	x'=x+dx and y'=y+dy
Option C:	X'=x+dy and Y'=y+dx
Option D:	X'=x-dx and y'=y-dy
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Q8.	Cohen Sutherland clipping algorithm computes number of
	intersections than NLN line clipping.
Option A:	more
Option B:	less
Option C:	same
Option D:	can't be predicted
-	
Q9.	Which vertex of the polygon is clipped first in polygon clipping?
Option A:	top right
Option B:	bottom right
Option C:	bottom left
Option D:	top left
-	
Q10.	COP is called as
Option A:	Center of projection
Option B:	Center of protection
Option C:	Centroid of projection
Option D:	Cell of projection
Q11.	A transformation that slants the shape of an object is called
Option A:	Shear transformation
Option B:	Translation
Option C:	Reflection
Option D:	Rotation
Q12.	By which, we can take a view of an object from different directions and different
	distances?
Option A:	Projection
Option B:	Rotation
Option C:	Translation
Option D:	Scaling
Q13.	Michelle is in the process of adding tweens to her animation. Tweens are a
0 1: 1	characteristic of what type of animation?
Option A:	Vector animation
Option B:	AVI
Option C:	Animation
Option D:	Alpha
014	Chart films that use step motion techniques are what time of eximation?
Q14.	Short films that use stop motion techniques are what type of animation?
Option A:	Frame-based animation
O4: D	
Option B:	HTML
Option B: Option C: Option D:	HTML Animation Production

Q15.	OpenGL stands for
Option A:	Open Graphical Library
Option B:	Outer Graphics Library
Option C:	Open Graphics Library
Option D:	Output Graphics Library
option B.	Cutput Grapmes Library
Q16.	CAVE stands for
Option A:	Car automatic Virtual Environment
Option B:	Case automatic Virtual Environment
Option C:	Cave aided Virtual Environment
Option D:	Cave automatic Virtual Environment
o process	
Q17.	6-degree-of-freedom devices means
Option A:	Tracking devices
Option B:	Angular devices
Option C:	Freedom devices
Option D:	View devices
P	
Q18.	Which is not a type of VR tracker?
Option A:	Electromagnetic tracker
Option B:	ultrasonic tracker
Option C:	infrared tracker
Option D:	temporary tracker
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Q19.	The is responsible for generating the image that a viewer sees
Option A:	viewer engine
Option B:	rendering engine
Option C:	graphics engine
Option D:	mathematical engine
Q20.	The VR system should support the frame rate of at least frame/s.
Option A:	15
Option B:	10
Option C:	30 or more
Option D:	20
021	
Q21.	The controls how user navigates and interacts with the virtual environment
Option A:	user interface
Option B:	User activity
Option C:	user response
Option D:	user action
022	A V/DMIL commont is a second out that most be an the first line of any V/DMI CI.
Q22.	A VRML comment is acomment that must be on the first line of any VRML file
Option A:	multi-line
Option B:	paragraph

Option C:	single-line
Option D:	description in detail
Q23.	VRML stands for
Option A:	Virtual reality modeling language
Option B:	Value reality modeling language
Option C:	Virtual robot model language
Option D:	Virtual robust modeling language
Q24.	CAM is an acryonym used for
Option A:	Computer assisted manufacturing
Option B:	Computer added manufacturing
Option C:	Computer aided manufacturing
Option D:	Computer advanced manufacturing
Q25.	In VR a simulated world runs on not one but many computer systems
Option A:	multi-layer
Option B:	centered
Option C:	distributed
Option D:	centralized