

Professional Online Academy Vu Topper RM



CS-602 Computer Graphics
Update MCQ'S Mid Term
By Vu Topper RM



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Question No:1

(Marks:1)

Vu-Topper RM

In Trimetric the direction of projection makes unequal angles with the three principal axes

A. False

B. True

Question No:2

(Marks:1)

Vu-Topper RM

In Trivial acceptance/reject test there are four bits of nine regions, Bit3 represents condition _____.

A. Outside half plane of right edge, to the right of right edge $X > X_{max}$

B. Outside half plane of left edge, to the left of left edge $X < X_{min}$

C. Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$

D. Outside half plane of top edge, above top edge $Y > Y_{max}$

Question No:3

(Marks:1)

Vu-Topper RM

In which algorithm window boundaries are followed sometimes for clipping instead of polygon edges?

A. Weiler-Atherton

B. Liang-Barsky

C. Sutherland and Hodgman's

D. Cohen Sutherland

Question No:4

(Marks:1)

Vu-Topper RM

The process of moving points in space is called _____.

A. None of above

B. Redering

C. Modeling

D. Meshing

Question No:5

(Marks:1)

Vu-Topper RM

What will be the value of x' if rotation is performed about x axis in yz plane.

A. $z \sin(\text{angle}) + x \cos(\text{angle})$

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B. y'

C. x

D. $y \cos(\text{angle}) - z \sin(\text{angle})$

Question No:6

(Marks:1)

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_____ is a transformation that produces a mirror image of an object.

A. Reflection

B. Rotation

C. Scaling

D. Translation

Question No:7

(Marks:1)

Vu-Topper RM

_____ is a rigid-body transformation that moves objects without deformation.

A. Translation

B. Rotation

C. Scaling

D. Inverse

Question No:8

(Marks:1)

Vu-Topper RM

Sutherland-Hodgeman clipping algorithm clips any polygon against a concave clip polygon

A. True

B. False

Question No:9

(Marks:1)

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_____ is a process of moving a point in space in a non-linear manner.

A. Shear

B. Translation

C. Transformation

D. Rotation

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Question No:10

(Marks:1)

Vu-Topper RM

The height of the screen can be calculated as:

- A. $H = \cos(\text{fov}) / \sin(\text{fov})$
- B. $H = \text{width} * \text{aspect} \cos(\text{fov}) / \sin(\text{fov})$
- C. $H = \text{width} * \text{width}$
- D. $H = \sin(\text{fov}) / \cos(\text{fov})$**

Question No:11

(Marks:1)

Vu-Topper RM

Reflections relative to the given axis are equivalent to _____ degree rotations.

- A. 90
- B. 45
- C. 180**
- D. 270

Question No:12

(Marks:1)

Vu-Topper RM

In Perspective Projection the point of View (POV) must lie on the _____.

- A. X axis
- B. Z axis**
- C. Y axis
- D. All axis

Question No:13

(Marks:1)

Vu-Topper RM

In _____ projection, lines which are perpendicular to the projection plane are projected with no change in length.

- A. Perspective
- B. Cabinet
- C. Orthographic**
- D. Cavalier

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Question No:14

(Marks:1)

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In Sutherland and Hodgman's polygon clipping algorithm, what will be saved for wholly outside visible region.

- A. Intersection and endpoint
- B. Nothing will be saved**
- C. Endpoint
- D. Intersection

Question No:15

(Marks:1)

Vu-Topper RM

Locations can be translated or "transformed" from one coordinate system to the other.

- A. True**
- B. False

Question No:16

(Marks:1)

Vu-Topper RM

If the direction of projection is (at 90) perpendicular to the projection plane then it is

- A. none of given
- B. Perspective Projection
- C. Oblique Projection
- D. Parallel Projection**

Question No:17

(Marks:1)

Vu-Topper RM

What will be the value of y' if rotation is performed about x axis in yz plane.

- A. $z \sin (\text{angle}) + x \cos (\text{angle})$
- B. $y \cos (\text{angle}) - z \sin (\text{angle})$**
- C. x
- D. z

Question No:18

(Marks:1)

Vu-Topper RM

_____ transformation produces shape distortions as if objects were composed of layers that are caused to slide over each other.

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A. Translation

B. Shear

C. Reflection

D. Rotation

Question No:19

(Marks:1)

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For a ____ angle the rotation will be anti-clockwise, while for ____ rotation will be clockwise.

A. 180° , 270°

B. 90° , 180°

C. Positive, Negative

D. Negative, Positive

Question No:20

(Marks:1)

Vu-Topper RM

In _____ projection, lines which are perpendicular to the projection plane are projected at $\frac{1}{2}$ length.

A. Orthographic

B. Perspective

C. Cabinet

D. Cavalier

Question No:21

(Marks:1)

Vu-Topper RM

_____ polygons can cause problems during rendering.

A. Complex

B. Hybrid

C. Concave

D. Convex

Question No:22

(Marks:1)

Vu-Topper RM

----- polygons are correctly clipped by Sutherlands-Hodgeman algorithm.

A. Hybrid

B. Concave

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- C. Complex
D. Convex

Question No:23 (Marks:1) **Vu-Topper RM**
_____ is the process of describing an object or scene so that we can construct an image of it

- A. Modeling**
B. Rendering
C. Meshing
D. None of above

Question No:24 (Marks:1) **Vu-Topper RM**
In Perspective Projection the screen plane must be parallel to the _____.

- A. Y-Z plane
B. Z-Y plane
C. X-Y plane
D. X-Z plane

Question No:25 (Marks:1) **Vu-Topper RM**
The direction of projection makes unequal angles with the three principal axes is called-----.

- A. Isometric
B. Trimetric
C. Tetrametric
D. Diametric

Question No:26 (Marks:1) **Vu-Topper RM**
In Sutherland and Hodgman's polygon clipping algorithm, what will be saved for wholly inside visible region.

- A. Intersection and endpoint
B. Endpoint
C. Nothing will be saved

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D. Intersection

Question No:27

(Marks:1)

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A limitation of flood-fill algorithm is that _____ color must be read before it is invoked.

A. Old

B. Blue

C. New

D. Red

Question No:28

(Marks:1)

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Computer graphics is very helpful in producing graphical representations for scientific visualization.

A. False

B. True

Question No:29

(Marks:1)

Vu-Topper RM

If $|m| < 1$, the incremental line algorithm _____ by 1 in $y=mx+b$ till it reaches ending point.

A. Increment y

B. Increment x

C. Decrement y

D. Decrement x

Question No:30

(Marks:1)

Vu-Topper RM

The numbers of rows and columns of a matrix are called its _____.

A. Algorithm

B. Dimensions

C. Configuration

D. Symmetry

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Question No:31

(Marks:1)

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A line, or straight line, is, roughly speaking, an (infinitely) thin, (infinitely) long, straight geometrical object.

A. True

B. False

Question No:32

(Marks:1)

Vu-Topper RM

Computer graphics applications can be found in almost all areas except -
-----.

A. Multi-threading

B. Simulations

C. Medicine and Virtual Surgery

D. Games

Question No:33

(Marks:1)

Vu-Topper RM

A resolution of 200 scan lines, each containing 320 pixels is often referred as _____.

A. 320+200

B. 320*200

C. 320/200

D. 200*320

Question No:34

(Marks:1)

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_____ is the annoying tendency of the text to flash as it moves up or down.

A. Interlaced

B. Flicker

C. Snow

D. Hercules mode

Question No:35

(Marks:1)

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The points on both perimeter and interior of _____ polygon must be considered when rendered.

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- A. Filled**
- B. Boundary-fill
- C. Unfilled
- D. Scan-line

Question No:36 (Marks:1) **Vu-Topper RM**

Computer Graphics are used in _____.

- A. Movies development
- B. Simulations

- C. All of the given**
- D. Game development

Question No:37 (Marks:1) **Vu-Topper RM**

Each hyperbola consists of two _____.

- A. Vertices
- B. points
- C. Nodes

- D. Branches**

Question No:38 (Marks:1) **Vu-Topper RM**

_____ is a type of monitors that use CRT.

- A. LCD

- B. RASTER-SCAN system**

- C. Flat-Panel Display
- D. Flood gun

Question No:39 (Marks:1) **Vu-Topper RM**

The boundary-fill method requires the coordinates of _____, fill color, and boundary color as arguments.

- A. Middle area
- B. Concave area

- C. Starting point**

- D. Boundaries

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Question No:40

(Marks:1)

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Higher the resolution, the picture quality becomes _____.

A. Poor

B. Better

C. Lower

D. Resolved

Question No:41

(Marks:1)

Vu-Topper RM

In Polygon Parity test, if number of polygon edges crossed is even, the Point 'P' lies _____.

A. Inside the polygon

B. Outside the polygon

C. At P(1,0) position

D. At odd location

Question No:42

(Marks:1)

Vu-Topper RM

Flash, Maya and Keen Artistic Eye are software packages used for -----
-----.

A. Fan-out

B. Phosper

C. Simulation

D. Flood Gun

Question No:43

(Marks:1)

Vu-Topper RM

In mode 3, each pixel occupies _____ bit/bits in VDU memory.

A. 3 bytes

B. 6 bytes

C. 4 bytes

D. 2 bytes

Question No:44

(Marks:1)

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_____ are a super-set of convex polygons having fewer restrictions than convex polygons.

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- A. Edges
- B. Concave polygons**
- C. Complex polygons
- D. Foci polygons

Question No:45 (Marks:1) **Vu-Topper RM**
_____ for the first time introduced the word "focus".

- A. Menaechmus
- B. Kepler
- C. Apollonius**
- D. Einstein

Question No:46 (Marks:1) **Vu-Topper RM**
_____ polygons are basically concave polygons that may have self-intersecting edges.

- A. Hybrid
- B. Complex**
- C. Convex
- D. Convex and Hybrid

Question No:47 (Marks:1) **Vu-Topper RM**
----- software package can be used for simulation purpose in computer graphics.

- A. Keen Artistic Eye
- B. Commandos
- C. Doms
- D. Quake**

Question No:48 (Marks:1) **Vu-Topper RM**
----- methods are now commonly used in making motions pictures.

- A. Monochrome Adapter
- B. Computer Graphics**
- C. LCD

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D. Flood Gun

Question No:49

(Marks:1)

Vu-Topper RM

In a matrix, _____ could be defined as adding a negation of a matrix.

A. Subtraction

B. Negation

C. Transpose

D. Inverse

Question No:50

(Marks:1)

Vu-Topper RM

_____ of a matrix is a new matrix whose rows are the columns of the original.

A. Transpose

B. Inverse

C. Zero

Question No:51

(Marks:1)

Vu-Topper RM

The actual filling process in boundary filling algorithm begins when a point _____ of the figure is selected.

A. At the boundary

B. Inside the boundary

C. Not in the boundary

D. Outside the boundary

Question No:52

(Marks:1)

Vu-Topper RM

Three or more points that lie on the same line are called _____.

A. Line slop

B. Singular

C. Line slop and Singular

D. Collinear

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Question No:53

(Marks:1)

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Tomography is the technique used in _____.

A. Artis's paintbrush

B. X-rays photography

C. Pixel paint

D. Entertainment

Question No:54

(Marks:1)

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----- allows a user to display multiple windows like areas on the screen at the same time.

A. RAM

B. Icon

C. Button

D. Windows Manager

Question No:55

(Marks:1)

Vu-Topper RM

A matrix which has all its elements zero is known as _____ matrix.

A. Vector

B. Zero

C. Row

Question No:56

(Marks:1)

Vu-Topper RM

Various curve functions are useful in _____.

A. Graphics applications

B. Object modeling

C. Animation path specifications

D. All of the given

Question No:57

(Marks:1)

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DDA abbreviated for _____.

A. Digital differential analyzer

B. Digital data analyzer

C. Discrete data analyzer

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D. Different Analog differential analyzers

Question No:58

(Marks:1)

Vu-Topper RM

Monochrome Adapter (MA) is a single color adapter

A. False

B. True

Question No:59

(Marks:1)

Vu-Topper RM

In _____ algorithm(s), old color must be read before it is invoked.

A. Scan line filling

B. Scan filling

C. Both scan line and flood filling

D. Flood filling

Question No:60

(Marks:1)

Vu-Topper RM

The term "Computer Graphics" was coined in 1960 by -----.

A. Charles Babbage

B. Anna Fetter

C. William Fetter

D. Martin Cooper

Question No:61

(Marks:1)

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----- is a related discipline of Computer Graphics.

A. DirectX

B. OpenGL

C. Image processing

D. Phosphor

Question No:62

(Marks:1)

Vu-Topper RM

VGA has 4 colour planes: red, green, _____ and intensity.

A. Yellow

B. Blue

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- C. Black
- D. White

Question No:63 (Marks:1) **Vu-Topper RM**

All traditional graphic cards use _____ chip to convert signals from digital to analogue form.

- A. RAMDAC**
- B. VRAM
- C. UMA
- D. Signal

Question No:64 (Marks:1) **Vu-Topper RM**

An improvement in the speed of line-drawing will result in an overall improvement of most graphical applications.

- A. False
- B. True**

Question No:65 (Marks:1) **Vu-Topper RM**

----- is a graphical symbol that is designed to look like the processing option it represents.

- A. An icon**
- B. CPU

Question No:66 (Marks:1) **Vu-Topper RM**

If a line connecting any two points within a polygon does not intersect any edge, then it will be a _____ polygon(s).

- A. Concave and Complex
- B. Complex
- C. Convex**
- D. Concave

Question No:67 (Marks:1) **Vu-Topper RM**

The shape of circle is _____ in each quadrant.

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- A. Variable
- B. Similar**
- C. Different
- D. Diffused

Question No:68 (Marks:1) **Vu-Topper RM**

According to the architecture of raster graphics system, display processor memory will act as _____.

- A. Video controller and System memory
- B. Video controller
- C. Frame buffer**
- D. System memory

Question No:69 (Marks:1) **Vu-Topper RM**

The angle a circle subtends from its center is equal to _____.

- A. 90°
- B. 360°**
- C. 270°
- D. 180°

Question No:70 (Marks:1) **Vu-Topper RM**

Boundary Filling Algorithm can work for complex polygons.

- A. False**
- B. True

Question No:71 (Marks:1) **Vu-Topper RM**

_____ is used for circumference of a circle.

- A. None of the given option
- B. $2 * \pi$**
- C. $2 * r$
- D. $2 * \pi * c$

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Question No:72

(Marks:1)

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In _____ polygon filling method, straight lines are drawn between the edges of polygon.

A. Simple

B. Scan-line

C. Edge

D. Boundary fill

Question No:73

(Marks:1)

Vu-Topper RM

For two matrices to be equal, they must have same _____ and corresponding elements.

A. Dimensions

B. Directions

C. Name

D. Inverse

Question No:74

(Marks:1)

Vu-Topper RM

In Weiler-Atherton polygon clipping, what will be followed for clockwise processing of inside to outside pair of vertices?

A. Line Edges

B. Window boundary in clockwise direction

C. Window boundary in anti-clockwise direction

D. Polygon boundary

Question No:75

(Marks:1)

Vu-Topper RM

In 2D transformation, two successive rotations can be performed in any order (rotation 1 then rotation 2 or rotation 2 then rotation 1).

A. True

B. False

Question No:76

(Marks:1)

Vu-Topper RM

More polygons yield ----- approximation.

A. Zero

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- B. Little
- C. Better**
- D. Worst

Question No:77 (Marks:1) **Vu-Topper RM**

The process of subdivision an entity or surface into one or more non-overlapping primitives.

- A. Modeling
- B. Rendering
- C. None of above
- D. Meshing**

Question No:78 (Marks:1) **Vu-Topper RM**

In 2D transformation, _____ can be achieved by rotating the object about 180 degrees.

- A. Shear
- B. Reflection**
- C. Translation
- D. Scaling

Question No:79 (Marks:1) **Vu-Topper RM**

In right hand rule, Z is _____ beyond the origin and _____ behind it.

- A. Negative, positive
- B. Positive, negative**
- C. Positive, positive
- D. Negative, negative

Question No:80 (Marks:1) **Vu-Topper RM**

$$A \cdot B = |A| \cdot |B| \cdot \cos(?)$$

Where ? is the angle between the two vectors

- A. Cross Product
- B. Dot Product**

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Question No:81

(Marks:1)

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The line is rejected in Liang-Barsky algorithm when the line intersection parameters u_1 and u_2 fulfill the following condition:

- A. $u_1 = u_2$
- B. $u_1 < u_2$
- C. $u_1 = 0$ & $u_2 = 0$
- D. $u_1 > u_2$**

Question No:82

(Marks:1)

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By preserving the original shape of an object with a scaling is called _____ scaling.

- A. horizontal
- B. parallel
- C. none of given**
- D. vertical

Question No:83

(Marks:1)

Vu-Topper RM

The direction of projection is _____ to the view plane in orthographic projections.

- A. Absent
- B. Parallel
- C. Perpendicular**
- D. Angular

Question No:84

(Marks:1)

Vu-Topper RM

Rotation performed around a fixed point called _____.

- A. x point rotation
- B. Point of origin
- C. y point rotation
- D. Pivot point rotation**

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Question No:85

(Marks:1)

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----- changes the size of an object.

- A. Normalization
- B. Rotation
- C. Projection
- D. Scaling**

Question No:86

(Marks:1)

Vu-Topper RM

Original shape of an object is not preserved in _____ scaling.

- A. Differential**
- B. Scalar
- C. Uniform
- D. Complex

Question No:87

(Marks:1)

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_____ is used to move a point, or a set of points, linearly in space

- A. Transformation
- B. Scaling
- C. Translation**
- D. None of above

Question No:88

(Marks:1)

Vu-Topper RM

If the values of scaling factors s_x and s_y are less than 1, then size of object will be _____.

- A. Shear
- B. Reduced**
- C. Enlarged
- D. Remain same

Question No:89

(Marks:1)

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Translation moves objects without _____.

- A. Deformation

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B. Scaling

C. Scaling and Rotation

D. Rotation

Question No:90

(Marks:1)

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Finding unit vector is done by simply dividing each component by the width.

A. True

B. False

Question No:91

(Marks:1)

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In composite transformation, the two successive translations are _____.

A. Subtractive

B. Zero

C. Additive

D. Negative

Question No:92

(Marks:1)

Vu-Topper RM

Translate function ----- the scaling factor to the original coordinates.

A. Divide

B. Multiply

C. Add

D. Subtract

Question No:93

(Marks:1)

Vu-Topper RM

_____ transformation is displacement of 2D object from original place along a straight line.

A. Scaling

B. Inverse

C. Translation

D. Rotation

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Question No:94

(Marks:1)

Vu-Topper RM

In _____ projection, the direction of projection makes equal angles with all the three principal axis.

- A. Trimetric
- B. Diametric
- C. Isometric**
- D. Tetrametric

Question No:95

(Marks:1)

Vu-Topper RM

Global coordinate systems can be defined with respect to local coordinate system

- A. True**
- B. False

Question No:96

(Marks:1)

Vu-Topper RM

What will be the value of z' if rotation is performed about y axis in xz plane.

- A. $z \cos(\text{angle}) - x \sin(\text{angle})$**
- B. $y \cos(\text{angle}) - z \sin(\text{angle})$
- C. x
- D. $z \sin(\text{angle}) + x \cos(\text{angle})$

Question No:97

(Marks:1)

Vu-Topper RM

What will be the result of adding point $P(2, -3, 8)$ to a vector $V(10, -2, 1)$?

- A. $(10, -2, 1)$
- B. $(12, -5, 9)$**
- C. $(0, 0, 0)$
- D. $(12, 1, 9)$

Question No:98

(Marks:1)

Vu-Topper RM

----- coordinate system measures objects with width, height and length.

- A. Four dimensional

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- B. One dimensional
- C. Two dimensional
- D. Three dimensional**

Question No:99 (Marks:1) **Vu-Topper RM**

The changes in object orientation, displacement, rotation or size, is called _____ transformation.

- A. Simple
- B. Complex
- C. Geometric**
- D. Regular

Question No:100 (Marks:1) **Vu-Topper RM**

_____ are the fundamental geometric entities within a given data structure.

- A. Primitives**
- B. Pixels
- C. Vectors
- D. Points

Question No:101 (Marks:1) **Vu-Topper RM**

The _____ technique has the direction of projection perpendicular to the viewing plane, but the viewing direction is NOT perpendicular to one of the principle faces.

- A. Axonometric Parallel Projection
- B. Oblique Parallel Projection**
- C. Orthographic Parallel Projection
- D. Oblique Projection

Question No:102 (Marks:1) **Vu-Topper RM**

For a circle translation the _____ is translated and redraw using new _____.

- A. Radius, Center point

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B. Center point, Center point

C. Radius, Circumference

D. Diameter, Center point

Question No:103

(Marks:1)

Vu-Topper RM

What will be the value of x' if rotation is performed about y axis in xz plane.

A. $y \cos(\text{angle}) - z \sin(\text{angle})$

B. x

C. $z \cos(\text{angle}) - x \sin(\text{angle})$

D. $z \sin(\text{angle}) + x \cos(\text{angle})$

Question No:104

(Marks:1)

Vu-Topper RM

Vectors can be multiplied in a way

A. None of above

B. Dot Product

C. Both of above

D. Cross Product

Question No:105

(Marks:1)

Vu-Topper RM

To move a _____ from one location to another, we translate the center point and redraw the same using new center point.

A. Line

B. Hyperbola

C. Circle

D. Parabola

Question No:106

(Marks:1)

Vu-Topper RM

A scaling transformation alters the _____ of an object.

A. Size

B. Position

C. Rotation

D. Shape

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Question No:107

(Marks:1)

Vu-Topper RM

Save a line with both endpoints inside all clipping boundaries is called as _____.

- A. Total outside
- B. Trivial accept
- C. Trivial reject
- D. Total inside**

Question No:108

(Marks:1)

Vu-Topper RM

_____ uses a divide-and-conquer strategy.

- A. Sutherland-Hodgeman clipping algorithm
- B. Pipeline Clipping
- C. None of above
- D. Weiler-Atherton clipping algorithm**

Question No:109

(Marks:1)

Vu-Topper RM

The process of moving the points so that the POV is at the origin looking down the +Y axis is called normalization.

- A. False
- B. True**

Question No:110

(Marks:1)

Vu-Topper RM

In Sutherland and Hodgman's polygon clipping algorithm, what will be saved for exiting visible region.

- A. Endpoint
- B. Intersection
- C. Nothing will be saved
- D. Intersection and endpoint**

Question No:111

(Marks:1)

Vu-Topper RM

A two dimensional _____ is applied to an object by repositioning it along a circular path in the xy plane.

- A. Rotation**

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- B. Scaling
- C. Inverse
- D. Translation

Question No:112

(Marks:1)

Vu-Topper RM

What will be the distance between two points where $p_1=(2,4,6)$ and $p_2=(4,6,7)$.

- A. 3**
- B. 9
- C. 5
- D. 4

Question No:113

(Marks:1)

Vu-Topper RM

Discard a line with both endpoints outside clipping boundaries is called as _____.

- A. Total outside**
- B. Total inside
- C. Trivial accept
- D. Trivial reject

Question No:114

(Marks:1)

Vu-Topper RM

Translation moves objects without _____.

- A. Deformation
- B. Scaling and Rotation**
- C. Scaling
- D. Rotation

Question No:115

(Marks:1)

Vu-Topper RM

If the value of scaling factors s_x and s_y is greater than 1, then size of objects will be _____.

- A. Enlarged**
- B. Reduced
- C. Remain same

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D. Shear

Question No:116

(Marks:1)

Vu-Topper RM

In display mode 3, out of two bytes for each character on screen, one contains ASCII value while other contains _____.

A. Attribute

B. Graphics

C. Pixels

D. Resolution

Question No:117

(Marks:1)

Vu-Topper RM

_____ are responsible to send picture data to monitor.

A. Graphics

B. Video Cards

C. Flicker

D. Memory

Question No:118

(Marks:1)

Vu-Topper RM

Bresenham's algorithm finds the closest integer coordinates to the actual line, using only _____.

A. Step = |dx|

B. Integer math

C. Step = |dx|+|dy|

D. Floating Poin

Question No:119

(Marks:1)

Vu-Topper RM

These are computer graphics packages for art and design except -----

--.

A. Pixel Paint

B. Super Paint

C. Link paint editor

D. Artist's paint brush

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Question No:120

(Marks:1)

Vu-Topper RM

Twice the radius of circle is called as _____.

- A. Area
- B. Circumference
- C. $2 \cdot \pi$ Radian
- D. Diameter**

Question No:121

(Marks:1)

Vu-Topper RM

In line drawing procedure, _____ representation allows a method for performing calculations using only integer arithmetic.

- A. Double
- B. Fixed Point**
- C. Circle
- D. Quick

Question No:122

(Marks:1)

Vu-Topper RM

_____ is the set of points that are equidistant from its origin.

- A. Ellipse
- B. Circle**
- C. Line
- D. Parabola

Question No:123

(Marks:1)

Vu-Topper RM

2π radians is equivalent to _____.

- A. 180°
- B. 360°**
- C. 270°
- D. 90°

Question No:124

(Marks:1)

Vu-Topper RM

EGA and VGA _____ have a character generator ROM.

- A. Can

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B. Do

C. Do not

D. Must

Question No:125 (Marks:1)

Vu-Topper RM

Monochrome adapter can display _____.

A. Only Graphics

B. Text and Graphics

C. Only Text

D. Only Games

Question No:126 (Marks:1)

Vu-Topper RM

Tomography technique belongs to ----- area of computer graphics.

A. Art & Design

B. Interactive 3D environment

C. Cultural Heritage

D. Medicine & virtual surgery

Question No:127 (Marks:1)

Vu-Topper RM

In Raster-Scan display process, characters can be defined by rectangular grid or by _____ method.

A. Grid of pixel positions

B. Curved outlines

C. Frame buffer

D. Array size

Question No:128 (Marks:1)

Vu-Topper RM

In midpoint circle drawing function, if $f_{circle}(x, y) > 0$, then (x, y) point lies _____ circle boundary.

A. On

B. xk position of

C. Inside

D. Outside

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Question No:129

(Marks:1)

Vu-Topper RM

_____ is the flurry of bright dots that can appear anywhere on the screen.

- A. EGA
- B. Phosphor
- C. Snow**
- D. Flicker

Question No:130

(Marks:1)

Vu-Topper RM

Two different lines can intersect in at most one point; whereas two different planes can intersect in at most _____.

- A. Three points
- B. N-point
- C. One line**
- D. Two end points

Question No:131

(Marks:1)

Vu-Topper RM

It is safe to assume that all raster-type monitors can accept the same input

- False**
- True

Question No:132

(Marks:1)

Vu-Topper RM

In Raster-Scan display process, purpose of display processor is to free CPU from _____.

- A. Computation chores
- B. Digital memory allocation
- C. Graphics chores**
- D. Task allocation chores

Question No:133

(Marks:1)

Vu-Topper RM

Graphic images on the screen are built up from tiny dots called _____.

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- A. Resolution
- B. Pixdot
- C. Snow

D. Picture elements

Question No:134

(Marks:1)

Vu-Topper RM

Plasma-panel Displays use a gas mixture and phosphorus coating for showing display.

- A. True**
- B. False

Question No:135

(Marks:1)

Vu-Topper RM

In CRT, (3 / 4) aspect ratio represents that _____ point vertical line has same length as _____ point horizontal line respectively.

- A. Three, Four**
- B. 3/4, Solid
- C. Four, Three
- D. Solid, 0.7

Question No:136

(Marks:1)

Vu-Topper RM

In Raster-Scan System, the bitmap buffer can store _____ image.

- A. Black and White
- B. Colored
- C. Horizontal Retrace
- D. Bitmap**

Question No:137

(Marks:1)

Vu-Topper RM

Hercules adapter can display_____.

- A. Only Text
- B. Only Games
- C. Only Graphics
- D. Text and Graphics**

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Question No:138

(Marks:1)

Vu-Topper RM

Identify the best Circle drawing technique from below mentioned options.

- A. Polar Coordinates algorithm
- B. DDA algorithm
- C. Cartesian Coordinates algorithm
- D. Bresenham's algorithm**

Question No:139

(Marks:1)

Vu-Topper RM

Identify the disadvantage of LCD from given options.

- A. No Electromagnetic Emission
- B. Low Luminance**
- C. Crisp Picture
- D. Small Footprint

Question No:140

(Marks:1)

Vu-Topper RM

_____ memory is required for higher resolution.

- A. More**
- B. Low
- C. 2 GB
- D. 500 M

Question No:141

(Marks:1)

Vu-Topper RM

Drawing Circle using Cartesian coordinates is inefficient as it creates large gaps in circle for values of x _____.

- A. Far from Radius**
- B. Close from Root
- C. Close to Radius
- D. Close to Polar Coordinates

Question No:142

(Marks:1)

Vu-Topper RM

VRAM is capable of reading and writing simultaneously due to the _____.

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A. Dual port design

- B. Mouse
- C. Flicker
- D. UMA

Question No:143

(Marks:1)

Vu-Topper RM

Interlacing the horizontal refresh -----

- A. Is no longer used in any system
- B. Fools the human eye into thinking the horizontal refresh rate is faster**
- C. Is necessary because of the shape of the rods in the human eye
- D. Is distracting and can cause eye fatigue

Question No:144

(Marks:1)

Vu-Topper RM

To rotate the x component of any point, the equation of rotation will be:

- A. $x\sin(\text{angle})+y\cos(\text{angle})$
- B. $x\cos(\text{angle})+y\sin(\text{angle})$
- C. $x\cos(\text{angle})-y\sin(\text{angle})$**
- D. $y\cos(\text{angle})-x\sin(\text{angle})$

Question No:145

(Marks:1)

Vu-Topper RM

$(x^2/a^2) - (y^2/b^2) = 1$ is an equation of

- A. Parabola
- B. Ellipse
- C. Circle
- D. Hyperbola**

Question No:146

(Marks:1)

Vu-Topper RM

In composite scaling, what will be the final size if we triple the size of an object twice in succession in matrix.

- A. 6 times than original
- B. 9 times than original**

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- C. 12 times than original
- D. 3 times than origin

Question No:147

(Marks:1)

Vu-Topper RM

Only the points on the perimeter of polygon are drawn when _____ polygon is rendered.

- A. Boundary fill
- B. Scan-line
- C. Unfilled**
- D. Filled

Question No:148

(Marks:1)

Vu-Topper RM

Matrix addition can be done if two matrices have the same number of _____ and _____.

- A. Dimension, Vectors
- B. Vectors, Rows
- C. Rows, Columns**
- D. Columns, Transpose

Question No:149

(Marks:1)

Vu-Topper RM

In Trivial acceptance/reject test there are four bits of nine regions, Bit1 represents condition _____.

- A. Outside half plane of right edge, to the right of right edge $X > X_{max}$**
- B. Outside half plane of top edge, above top edge $Y > Y_{max}$
- C. Outside half plane of bottom edge, below bottom edge $Y < Y_{min}$
- D. Outside half plane of left edge, to the left of left edge $X < X_{min}$

Question No:150

(Marks:1)

Vu-Topper RM

An ellipse keeps two axis termed as _____-axis and _____-axis.

- A. Old, New
- B. Small, Big
- C. Left, Right

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D. Major, Minor

Question No:151

(Marks:1)

Vu-Topper RM

_____ is an area fill algorithm that replaces all connected pixels of selected color with fill color.

A. Flood-fill

B. Complex

C. Foci

D. Concave

Question No:152

(Marks:1)

Vu-Topper RM

In translation every point on the object is translated by the _____.

A. Right angle

B. Same amount

C. 90 degrees

D. Force

Question No:153

(Marks:1)

Vu-Topper RM

An ellipse rotated about its minor axis gives an _____ spheroid.

A. Radio

B. Oblate

C. Foci

D. Prolate

Question No:154

(Marks:1)

Vu-Topper RM

In Polygon Parity test, if number of polygon edges crossed is _____ the Point 'P' lies within polygon.

A. Complex

B. Even

C. Odd

D. Zero

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Question No:155

(Marks:1)

Vu-Topper RM

_____ is a collection of numbers arranged into a fixed number of rows and columns.

- A. Square
- B. Matrix**
- C. Oval
- D. Cube

Question No:156

(Marks:1)

Vu-Topper RM

Identify the equation of composite rotation in matrix.

- A. $P' = PR(\theta_1 + \theta_2)$**
- B. $P' = R(\theta_1 - \theta_2).P$
- C. $P' = R(\theta_1).P$
- D. $P' = R(\theta_1 + \theta_2).P$

Question No:157

(Marks:1)

Vu-Topper RM

In an area-fill algorithm, the _____ and _____ of neighborhood of given pixel are important.

- A. Odd, Even
- B. Size, Connectivity**
- C. If, bits
- D. Color, size

Question No:158

(Marks:1)

Vu-Topper RM

When reflection axis is a line in the xy plane; rotation path about this axis is in a plane _____ to xy plane.

- A. Forward
- B. Parallel**
- C. Rotational
- D. Perpendicular

Question No:159

(Marks:1)

Vu-Topper RM

What will the given statement "Table table" perform?

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- A. Statement is incorrect
- B. Creates table instance**
- C. Call Table class function
- D. Creates Table class

Question No:160

(Marks:1)

Vu-Topper RM

A two dimensional rotation is applied to an object by repositioning it along a _____ path in the XY plane

- A. Oval
- B. Circular**
- C. Straight
- D. Ellipse

Question No:161

(Marks:1)

Vu-Topper RM

_____ transformation distorts the shape of an object.

- A. Rotating
- B. Shear**
- C. Scaling
- D. Moving

Question No:162

(Marks:1)

Vu-Topper RM

To rotate the y component of any point, the equation of rotation will be:

- A. $x\sin(\text{angle})+y\cos(\text{angle})$
- B. $x\cos(\text{angle})-y\sin(\text{angle})$
- C. $y\cos(\text{angle})-x\sin(\text{angle})$**
- D. $x\sin(\text{angle})-y\cos(\text{angle})$

Question No:163

(Marks:1)

Vu-Topper RM

A unit vector has zero magnitude.

- A. False**
- B. True

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Question No:164

(Marks:1)

Vu-Topper RM

There are _____ basic types of polygon.

- A. 3
- B. 2**
- C. 5
- D. 4

Question No:165

(Marks:1)

Vu-Topper RM

We can take transpose of any matrix.

- A. False
- B. True**

Question No:166

(Marks:1)

Vu-Topper RM

Polygons can be divided into three basic types: convex, _____, and complex.

- A. Foci
- B. Scan-line
- C. Convave
- D. Concave**

Question No:167

(Marks:1)

Vu-Topper RM

The mirror image for a 2D reflection is generated by rotating the object _____ about the reflection axis.

- A. 360°
- B. 120°
- C. 180°**
- D. 190°

Question No:168

(Marks:1)

Vu-Topper RM

Identify Algorithm that checks and sets pixel for fill color and runs process for neighbors?

- A. Check point
- B. Middle area

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C. Concave

D. Boundary fill

Question No:169

(Marks:1)

Vu-Topper RM

In _____ polygon filling technique, the filling is done from interior point towards boundary.

A. Edge

B. Simple

C. Scan-line

D. Boundary

Question No:170

(Marks:1)

Vu-Topper RM

When scaling factor S_x and S_y are assigned the same value, _____ scaling is produced that maintains relative object proportions.

A. Unequal

B. Equal

C. Multiform

D. Uniform

Question No:171

(Marks:1)

Vu-Topper RM

Both Boundary Filling and Flood filling algorithms are _____ as compared to scan line filling algorithm.

A. Better

B. Almost same

C. Worse

D. Good

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