



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Term Examination, July 2020

Course: OPEN SOURCE GRAPHICS & ANIMATION TOOLS

Semester: IV

Program: B.Tech. (CSE + OSSOS)

Time: 2.5 hrs.

Course Code: CSOS2009

Max. Marks: 100

Instructions: Answer the following questions



This Test has 48 attempts. For information on editing questions, click **More Help** below. ✕

Test Canvas: End-Term Exam

The Test Canvas lets you add, edit and reorder questions, as well as review a test. [More Help](#)

[Question Settings](#)

You can edit, delete or change the point values of test questions on this page. If necessary, test attempts will be regraded after you submit your changes.

Description	End-Term Examination scheduled on 12-Jul-2020 [14:00]
Instructions	Dear Students, This exam comprises of MCQ, T/F, and Short Answer Questions. You need to attend all the questions within the allotted time frame of two and a half hours. Whereas, the window is of 3 hours to complete the examination. Unlimited attempts are given and the last attempt shall be kept for records
Total Questions	64
Total Points	100
Number of Attempts	48

Select: [All](#) [None](#) | Select by Type: - Question Type - ▾

Delete and RegradePoints Update and RegradeHide Question Details

1. Multiple Choice: Drawing or _____ a character i...

Points: 1

Question	Drawing or _____ a character is main feature of Moviesandbox
Answer	<input checked="" type="checkbox"/> Scanning <input type="checkbox"/> Spamming <input type="checkbox"/> Coloring <input type="checkbox"/> Narrating

2. Multiple Choice: Moviesandbox leads to much more _____...

Points: 1

Question	Moviesandbox leads to much more _____ workflow
Answer	<input checked="" type="checkbox"/> Iterative
	<input type="checkbox"/> Sequential
	<input type="checkbox"/> Creative
	<input type="checkbox"/> Informative

3. Multiple Choice: Goal of Moviesandbox is to keep is ____...

Points: 1

Question	Goal of Moviesandbox is to keep is _____ in designing.
Answer	<input checked="" type="checkbox"/> Simple
	<input type="checkbox"/> Creative
	<input type="checkbox"/> Dual
	<input type="checkbox"/> Complex

4. Multiple Choice: Moviesandbox is kept as _____...

Points: 1

Question	Moviesandbox is kept as _____ open source animation software
Answer	<input checked="" type="checkbox"/> Cross-platform
	<input type="checkbox"/> Single platform
	<input type="checkbox"/> Dual platform
	<input type="checkbox"/> None of them

5. Multiple Choice: MovieSandbox can also be used to scri...

Points: 1

Question	MovieSandbox can also be used to script _____ performances
Answer	<input checked="" type="checkbox"/> Live
	<input type="checkbox"/> Asynchronous
	<input type="checkbox"/> Complex
	<input type="checkbox"/> None of them

6. Multiple Choice: Interactive performance in Moviesandb...

Points: 1

Question	Interactive performance in Moviesandbox can be performed using either keyboard or data received by its _____.
Answer	<input checked="" type="checkbox"/> UDP interface <input type="checkbox"/> FTP interface <input type="checkbox"/> HTTP interface <input type="checkbox"/> HTTPS interface

7. Multiple Choice: Moviesandbox uses _____ file with...

Points: 1

Question	Moviesandbox uses _____ file with an alpha channel to create props or characters.
Answer	<input checked="" type="checkbox"/> TGA <input type="checkbox"/> JPG <input type="checkbox"/> PNG <input type="checkbox"/> GIF

8. Multiple Choice: Creating animation characters without...

Points: 1

Question	Creating animation characters without _____ and paint was not possible
Answer	<input checked="" type="checkbox"/> Skeleton <input type="checkbox"/> Sketch <input type="checkbox"/> Snap <input type="checkbox"/> Narration

9. Multiple Choice: Moviesandbox used _____ sc...

Points: 1

Question	Moviesandbox used _____ scripting for live performances
Answer	<input checked="" type="checkbox"/> Node based <input type="checkbox"/> DOM based <input type="checkbox"/> Character based <input type="checkbox"/> None of them

10. Multiple Choice: Moviesandbox is an _____ a...

Points: 1

Question	Moviesandbox is an _____ and Camera scripting tool
Answer	<input checked="" type="checkbox"/> Action based Character <input type="checkbox"/> Object based Character <input type="checkbox"/> Script based Character <input type="checkbox"/> Keyframe based Character

11. Multiple Choice: Cameras can be created using the char...

Points: 1

Question	Cameras can be created using the character menu in the _____ of Moviesandbox
Answer	<input checked="" type="checkbox"/> SceneEditor <input type="checkbox"/> ObjectCreator <input type="checkbox"/> SceneCreator <input type="checkbox"/> None of them

12. Multiple Choice: Blender is only one of many _____...

Points: 1

Question	Blender is only one of many _____ applications
Answer	<input checked="" type="checkbox"/> 3D graphics <input type="checkbox"/> 2D graphics <input type="checkbox"/> SceneCreator <input type="checkbox"/> 2D Sketching

13. Multiple Choice: 3D software is used to create a _____...

Points: 1

Question	3D software is used to create a _____ representation of anything.
Answer	<input checked="" type="checkbox"/> virtual <input type="checkbox"/> actual <input type="checkbox"/> real <input type="checkbox"/> None of them

14. Multiple Choice: Computer Graphics is concerned with t...

Points: 1

Question	Computer Graphics is concerned with the _____ and _____ of graphics images by computer
Answer	<input checked="" type="checkbox"/> creation and manipulation
	<input type="checkbox"/> coding and measurement
	<input type="checkbox"/> coding and management
	<input type="checkbox"/> None of them

15. Multiple Choice: Graphics is a _____ representati...

Points: 1

Question	Graphics is a _____ representation of data
Answer	<input checked="" type="checkbox"/> pictorial
	<input type="checkbox"/> mathematical
	<input type="checkbox"/> managerial
	<input type="checkbox"/> None of them

16. Multiple Choice: Images that are generated by a comput...

Points: 1

Question	Images that are generated by a computer are called
Answer	<input checked="" type="checkbox"/> computer graphics
	<input type="checkbox"/> pictures
	<input type="checkbox"/> informations
	<input type="checkbox"/> None of them

17. Multiple Choice: Images are made from thousands of tin...

Points: 1

Question	Images are made from thousands of tiny squares of _____
Answer	<input checked="" type="checkbox"/> pixels
	<input type="checkbox"/> pictures
	<input type="checkbox"/> informations
	<input type="checkbox"/> None of them

18. Multiple Choice: Vector graphics is composed of _____...

Points: 1

Question	Vector graphics is composed of _____
Answer	<input checked="" type="checkbox"/> paths <input type="checkbox"/> pictures <input type="checkbox"/> pixels <input type="checkbox"/> programs

19. Multiple Choice: Wavelength of Visible light lies in t...

Points: 1

Question	Wavelength of Visible light lies in the range of _____
Answer	<input checked="" type="checkbox"/> 400nm to 700nm <input type="checkbox"/> 450nm to 750nm <input type="checkbox"/> 401nm to 750nm <input type="checkbox"/> 401nm to 699nm

20. Multiple Choice: Color Sets in RGB Color model are ____...

Points: 1

Question	Color Sets in RGB Color model are _____ by nature
Answer	<input checked="" type="checkbox"/> additive <input type="checkbox"/> deductive <input type="checkbox"/> destructive <input type="checkbox"/> constructive

21. Multiple Choice: HSV Color model is used for

Points: 1

Question	HSV Color model is used for
Answer	<input checked="" type="checkbox"/> Color_Setting <input type="checkbox"/> Testing <input type="checkbox"/> Display <input type="checkbox"/> Mobile

22. Multiple Choice: Rod receptor is mostly used for _____...

Points: 1

Question	Rod receptor is mostly used for _____ of light
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Answer



luminance

chrominance

shades

texture

23. Multiple Choice: Page layout is the part of graphic de...

Points: 1

Question

Page layout is the part of graphic design that deals in the arrangement of _____ on a page

Answer



visual-elements

invisible-elements

Tool

Prototype

24. Multiple Choice: _____ and templates are page layout...

Points: 1

Question

_____ and templates are page layout design patterns

Answer



Grids

Tables

Graphics

Text

25. Multiple Choice: Templates are _____ by design

Points: 1

Question

Templates are _____ by design

Answer



Rigid

Flexible

Translatable

Regressive

26. Multiple Choice: To design a template _____ graphic...

Points: 1

Question

To design a template _____ graphic design skills are required

Answer

More

Less

Excellent

No

27. Multiple Choice: Using a template to lay out elements ...

Points: 1

Question

Using a template to lay out elements usually involves _____ graphic design skill

Answer

less

More

Excellent

No

28. Multiple Choice: "A _____ layout for a new magaz...

Points: 1

Question

"A _____ layout for a new magazine might show placeholders for text and images, but demonstrate placement, typographic style, and other idioms intended to set the pattern for actual issues, or a particular unfinished issue"

Answer

comprehensive

mockup

illustrated

wireframe

29. Multiple Choice: Vector Graphics draw _____ a...

Points: 1

Question

Vector Graphics draw _____ and smooth lines

Answer

continuous

connected

covered

None of them

30. Multiple Choice: Raster graphics is further divided to...

Points: 1

Question

Raster graphics is further divided to _____ and Ray tracing

Answer	<input checked="" type="checkbox"/> Scan Conversion
	Scan Transformation
	Scan Division
	None of them

31. Multiple Choice: "Geometry stage in computer graphics ...

Points:

Question	"Geometry stage in computer graphics constitutes of object, camera, _____, _____ coordinates"
Answer	<input checked="" type="checkbox"/> "clipping, device"
	"clipping, domain"
	"control, device"
	"control, domain"

32. Multiple Choice: "Three different coordinates systems ...

Points:

Question	"Three different coordinates systems are constituting of Object, _____, Screen space"
Answer	<input checked="" type="checkbox"/> World
	Camera
	Control
	Domain

33. Multiple Choice: Sans-serifs are not having the _____...

Points:

Question	Sans-serifs are not having the _____ at the top and bottom of a letter
Answer	<input checked="" type="checkbox"/> finishing strokes
	finishing lines
	finishing styles
	finishing stripes

34. Multiple Choice: match up different prototypes or desi...

Points:

Question	match up different prototypes or designs belongs to the categorization related to
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Answer	exploratory
	assessment
<input checked="" type="checkbox"/>	comparison test
	verification test

35. Multiple Choice: "Once the meaning of presentation is ...

Points: 1

Question	"Once the meaning of presentation is clearly understandable, unambiguous, interpretable, and recognizable. The presentation attribute leads to"
Answer	<input checked="" type="checkbox"/> Comprehensibility
	Conciseness
	Clarity
	Consistency

36. Multiple Choice: In _____ LCD Transistor switches...

Points: 1

Question	In _____ LCD Transistor switches are used to transfer charge into the capacitors during scanning.
Answer	<input checked="" type="checkbox"/> active matrix
	normal matrix
	passive matrix
	reflective matrix

37. Multiple Choice: Which keyboard shortcut is used Rende...

Points: 1

Question	Which keyboard shortcut is used Render Animation in blender
Answer	<input checked="" type="checkbox"/> Ctrl+F12
	F12
	F11
	Ctrl+F11

38. Multiple Choice: Which keyboard shortcut is used Move ...

Points: 1

Question	Which keyboard shortcut is used Move in blender
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Answer



G

S

R

None of them

39. Multiple Choice: Which keyboard shortcut is used Scale...

Points: 1

Question

Which keyboard shortcut is used Scale in blender

Answer

G



S

R

None of them

40. Multiple Choice: Which keyboard shortcut is used Rotat...

Points: 1

Question

Which keyboard shortcut is used Rotate in blender

Answer

G

S



R

None of them

41. True / False: HSV is not a deductive color model

Points: 1

Question

HSV is not a deductive color model

Answer



True

False

42. True / False: RGB is based on color composition

Points: 1

Question

RGB is based on color composition

Answer

True



False

43. True / False: BMP is compressed image format

Points: 1

Question	BMP is compressed image format
Answer	<input type="radio"/> True <input checked="" type="radio"/> False

44. True / False: GIF images can hold animations

Points: 1

Question	GIF images can hold animations
Answer	<input checked="" type="radio"/> True <input type="radio"/> False

45. True / False: PNG is raw image format

Points: 1

Question	PNG is raw image format
Answer	<input type="radio"/> True <input checked="" type="radio"/> False

46. True / False: Legal is larger than Letter page length

Points: 1

Question	Legal is larger than Letter page length
Answer	<input checked="" type="radio"/> True <input type="radio"/> False

47. True / False: Scanning from Kinect provides fast ch...

Points: 1

Question	Scanning from Kinect provides fast character formation in Moviesandbox
Answer	<input checked="" type="radio"/> True <input type="radio"/> False

48. True / False: Moviesandbox uses sketch files with a...

Points: 1

Question	Moviesandbox uses sketch files with an alpha channel to create props or characters.
Answer	<input type="radio"/> True <input checked="" type="radio"/> False

49. True / False: You can script keyboard other control...

Points: 1

Question	You can script keyboard other controller input for live performances directly within Moviesandbox
Answer	<input checked="" type="radio"/> True <input type="radio"/> False

50. True / False: Raster graphics costs more

Points: 1

Question	Raster graphics costs more
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Answer True
 False

51. True / False: Vector graphics occupy less space

Points: 1

Question Vector graphics occupy less space
Answer True
False

52. True / False: Direct3D is a subset of DirectX

Points: 1

Question Direct3D is a subset of DirectX
Answer True
False

53. True / False: Serifs are the finishing strokes at t...

Points: 1

Question Serifs are the finishing strokes at the top and bottom of a letter
Answer True
False

54. True / False: 12 points in a pica; 72 points per inch

Points: 1

Question 12 points in a pica; 72 points per inch
Answer True
False

55. True / False: "6 picas to an inch, 70 points per inch"

Points: 1

Question "6 picas to an inch, 70 points per inch"
Answer True
 False

56. True / False: 64 points per inch

Points: 1

Question 64 points per inch
Answer True
 False

57. True / False: ""key task"" testing: Ask user to do...

Points: 1

Question ""key task"" testing: Ask user to do a specific thing, and watch to see how they do"
Answer True
False

58. True / False: "color wheel/or colour circle is an a...

Points: 1

Question	"color wheel/or colour circle is an abstract illustrative organization of color/hues around a circle, which shows the relationships between primary colors, secondary colors, tertiary colors "
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

59. True / False: "GUI is based on the findings develop...

Points: 1

Question	"GUI is based on the findings developed during the user research, and refined to fix any usability problems found through the results of testing. "
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

60. True / False: "Depending on the type of interface b...

Points: 1

Question	"Depending on the type of interface being created the process typically involves some computer programming in order to validate forms, establish links or perform a desired action"
Answer	<input checked="" type="checkbox"/> True <input type="checkbox"/> False

61. Short Answer: SAQ-1: How does rendering of an image varies...

Points: 10

Question	How does rendering of an image varies in raster and vector graphics?
Answer	Rendering

62. Short Answer: SAQ-2: Explain the anatomy of type face, typ...

Points: 10

Question	Explain the anatomy of type face, type size and type style along with relation between inch, picas and points of a pixel in an image or text.
Answer	Anatomy

63. Short Answer: SAQ-3: Discuss the list of steps involved in...

Points: 10

Question	Discuss the list of steps involved in designing a 3D rocket launch using Blender.
Answer	Steps

64. Short Answer: SAQ-4: Discuss the list of steps involved in...

Points: 10

Question Discuss the list of steps involved in designing a moving 3D-Text using Blender.

Answer Steps

Select: All None Select by Type: - Question Type - ▼

Delete and Regrade

Points

Update and Regrade

Hide Question Details

← OK