Name:

**Enrolment No:** 



My Institution

## UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, July 2020

Course: **Computer Graphics**  Semester: VI

**Program:** B.Tech(CSE+ OGI) Course Code: CSEG3003

Time 02 hrs. Max. Marks:



Courses

Community

Edit Mode is: ON

■ Tanupriya Choudhury 104

Tests, Surveys and Pools Tests

Test Canvas: End Term Examination\_9th July\_10am\_OGI\_CG\_Theory\_Tanupriya Choudhury

This Test has 53 attempts. For information on editing questions, click **More Help** below.

**3** 

Test Canvas: End Term Examination\_9th July\_10am\_OGI\_CG\_Theory\_Tanupriya Choudhury

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 for Computer Graphics will be scheduled from 9th July 10AM IST sharp.

Examination will be for 2 hours.

Students are requested to online by 9:45AM IST sharp on 9th July 2020 so that timely they can start and finish the same within 2 hours.

Late submissions will not be entertained.

Do not try to copy and paste from your question paper.

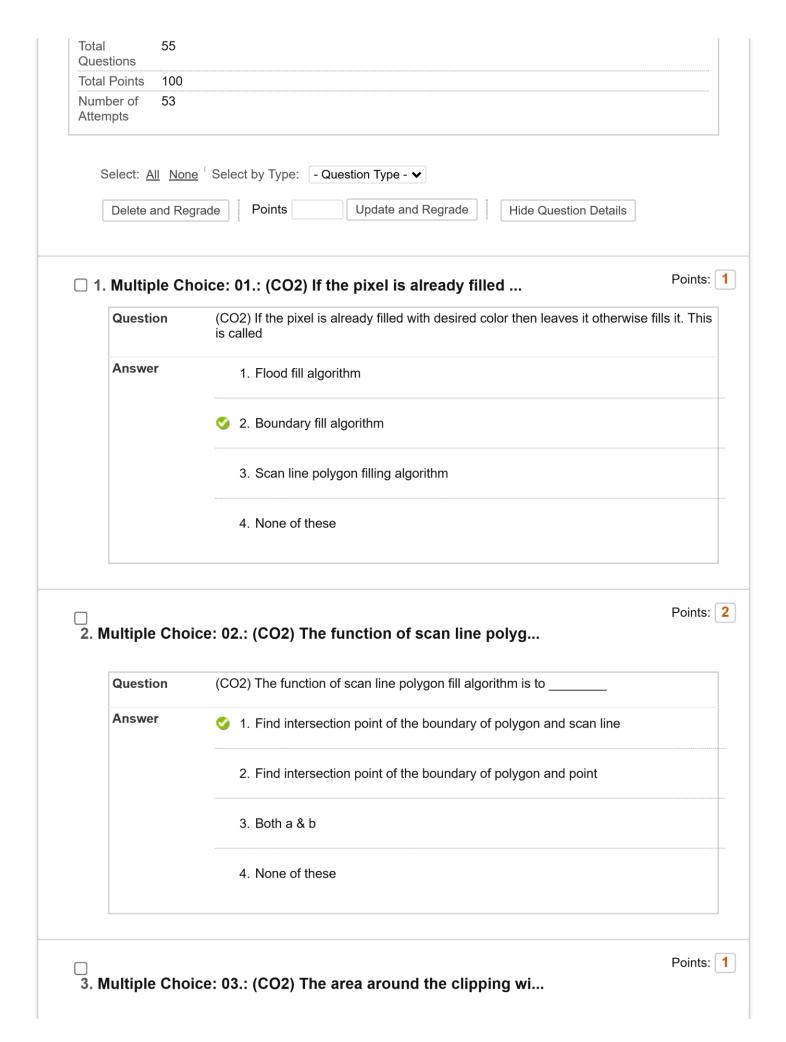
All the best.

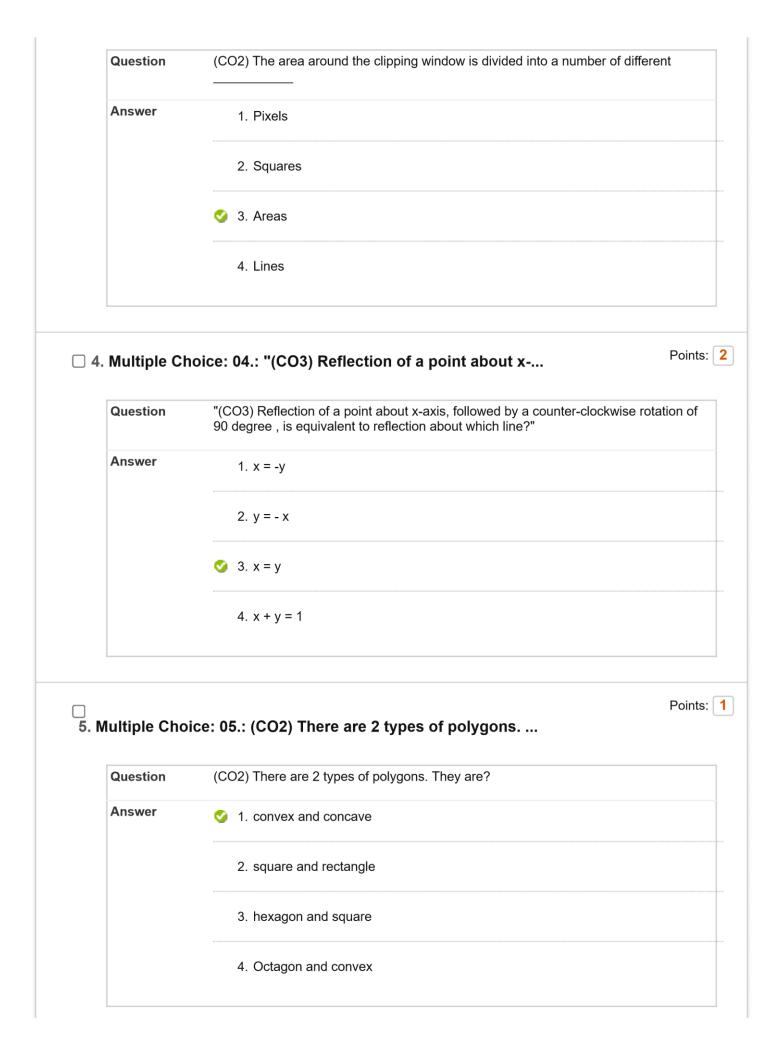
Thanks,

Instructions

End term Examination for Computer Graphics will be scheduled from 9th July 10AM IST

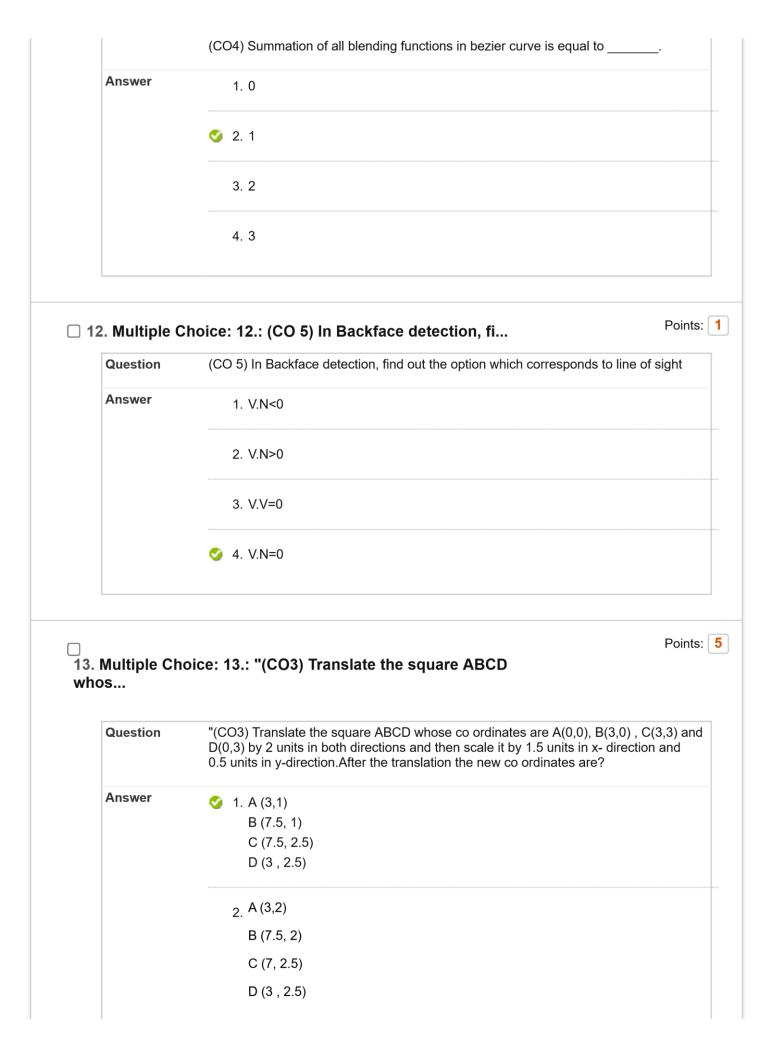
Examination will be for 2 hours

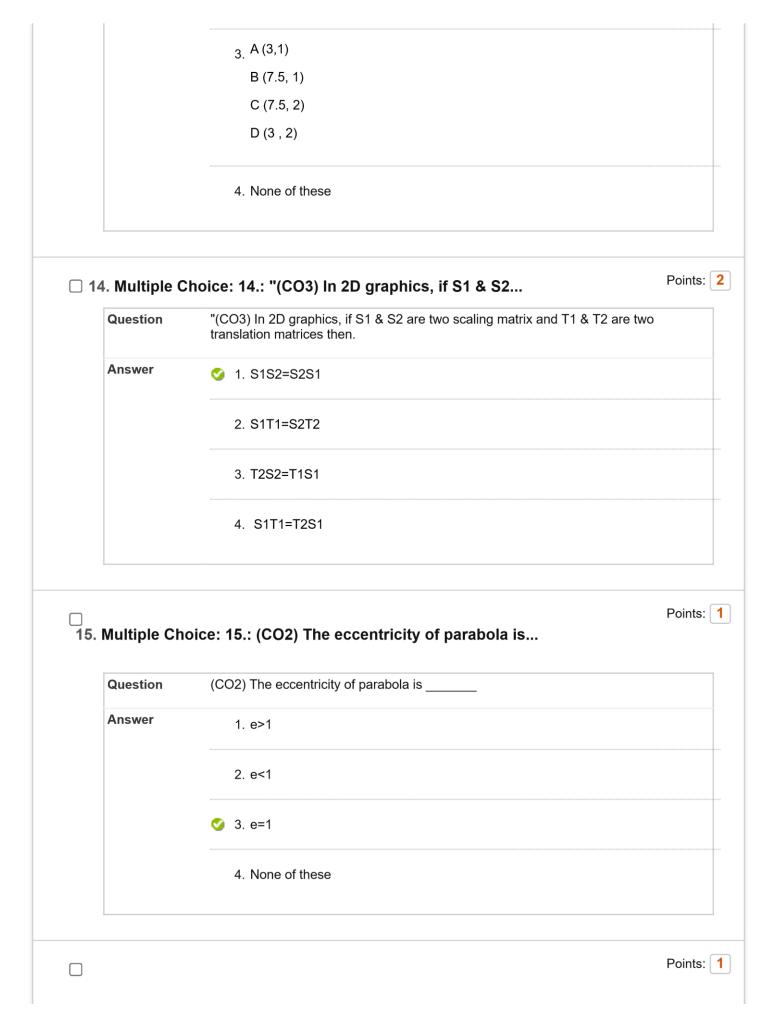




lultiple Cho	Poince: 06.: "(CO1) Suppose a pixel (3,4) is given
Question	"(CO1) Suppose a pixel (3,4) is given in raster surface, then the neighbours of this point are"
Answer	1. "(3,3) (4,4) (2,4) (3,5)"
	2. "(2,3) (4,3) (2,5) (4,5)"
	<ul><li> ✓ 3. Both A and B</li></ul>
	4. None of these
lultiple Cho	Poi Poice: 07.: (CO1) Consider a raster system with t
Question	palette calls for 1024 colors. What is the minimum amount of video RAM that the
Question  Answer	palette calls for 1024 colors. What is the minimum amount of video RAM that the
	palette calls for 1024 colors. What is the minimum amount of video RAM that the computer must have to support the above-mentioned resolution and number of col
	palette calls for 1024 colors. What is the minimum amount of video RAM that the computer must have to support the above-mentioned resolution and number of col  1. 1.63 GB
	computer must have to support the above-mentioned resolution and number of cold  1. 1.63 GB   ✓ 2. 1.63 MB
Answer	palette calls for 1024 colors. What is the minimum amount of video RAM that the computer must have to support the above-mentioned resolution and number of colors.  1. 1.63 GB  2. 1.63 MB  3. 1.63 KB  4. None of these
Answer	palette calls for 1024 colors. What is the minimum amount of video RAM that the computer must have to support the above-mentioned resolution and number of col  1. 1.63 GB  2. 1.63 MB  3. 1.63 KB  4. None of these
Answer  Multiple CI	palette calls for 1024 colors. What is the minimum amount of video RAM that the computer must have to support the above-mentioned resolution and number of colors.  1. 1.63 GB  2. 1.63 MB  3. 1.63 KB  4. None of these

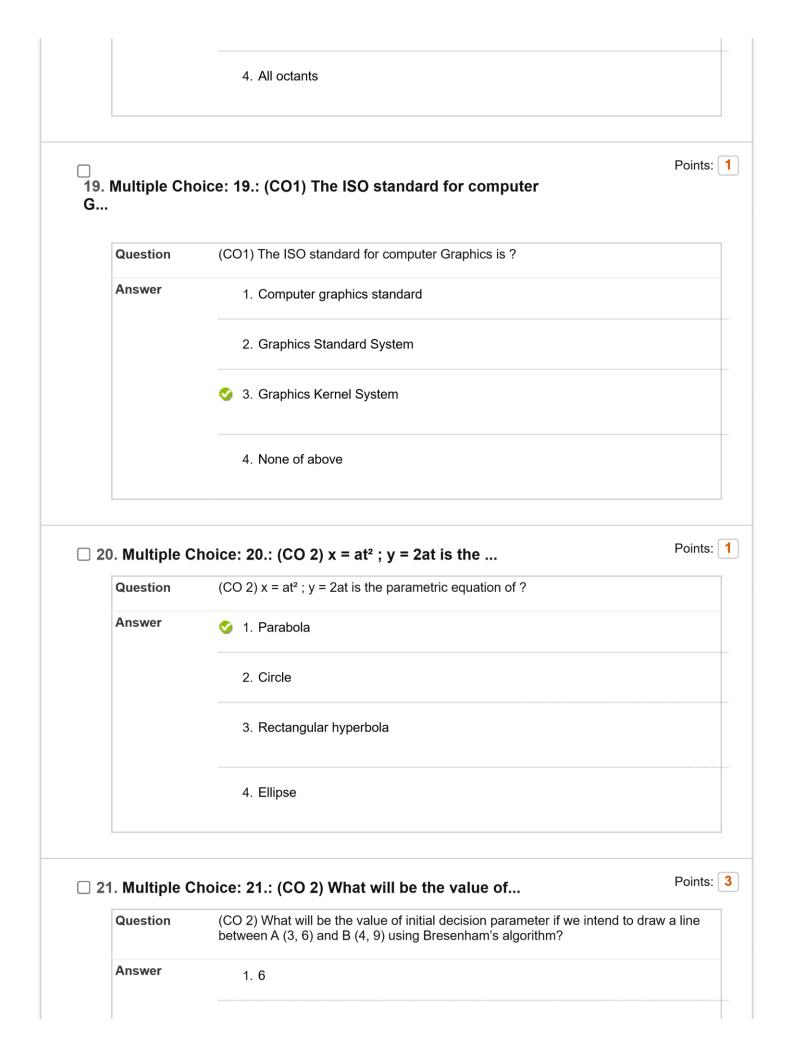
Iultiple Cho	oice: 09.: (CO1) Full color frame buffer can pro	Po
Question	(CO1) Full color frame buffer can produce colors.	
Answer	1. 2^8	
	2. 2^16	
	3. 2^32	
). Multiple C	<ul> <li>✓ 4. 2^24</li> <li>Choice: 10.: (CO1) GKS full form /**/ /</li> </ul>	Po
O. Multiple C		Po
-	Choice: 10.: (CO1) GKS full form /**/ /	Pe
Question	Choice: 10.: (CO1) GKS full form /**/ /  (CO1) GKS full form	Po
Question	Choice: 10.: (CO1) GKS full form /**/ /  (CO1) GKS full form  1. GEOMETRIC KERNAL SYSTEM	Po
Question	Choice: 10.: (CO1) GKS full form /**/ /  (CO1) GKS full form  1. GEOMETRIC KERNAL SYSTEM  2. GRAPGICAL KARNEL SIFTWARE	Po

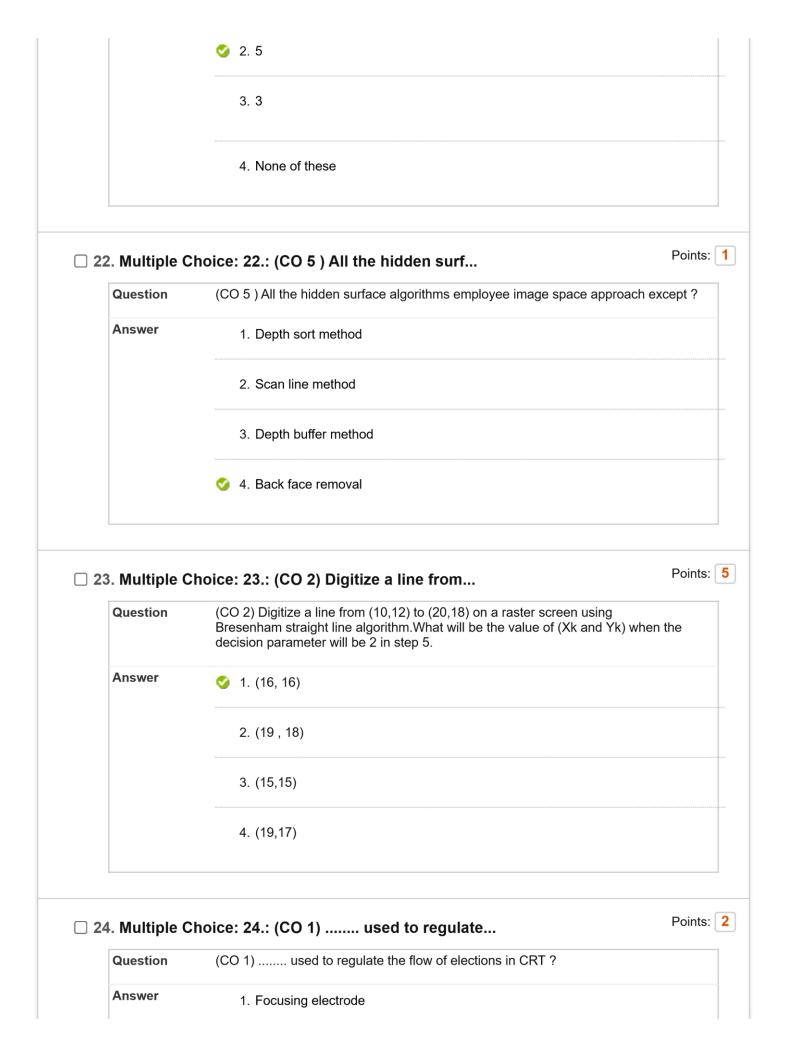


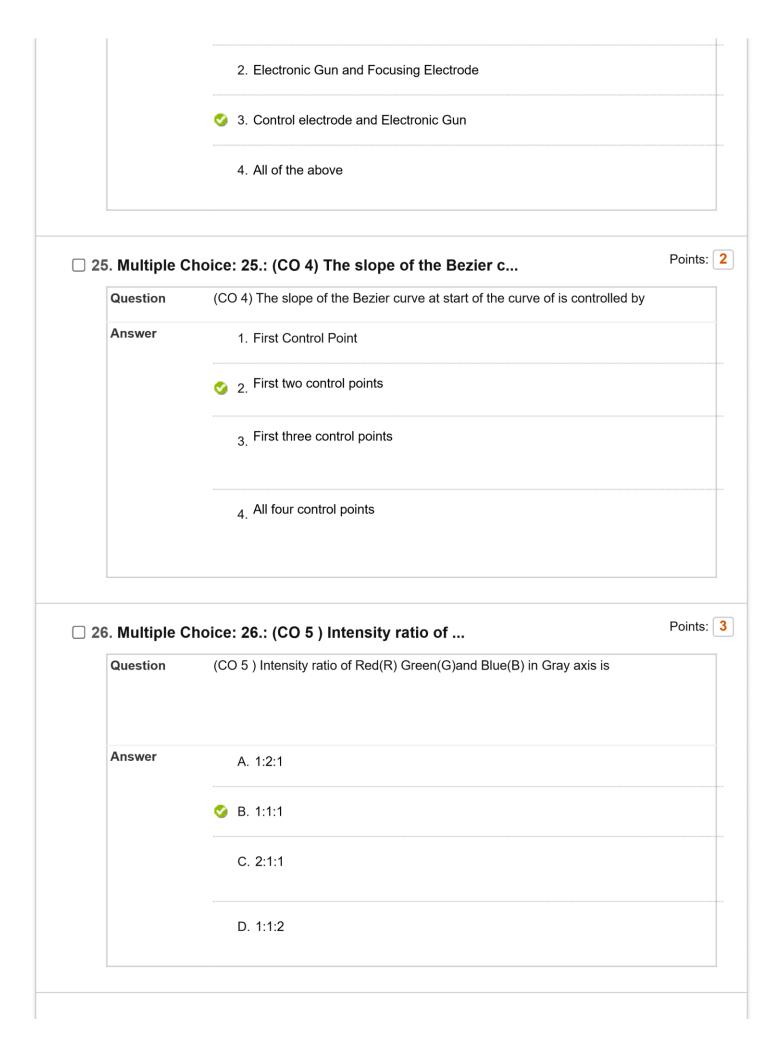


Question	"(CO2) The region codes of the two points are given as 1001 and 0101, then the line
Answer	Partially inside and partially outside
	② 2. Completely outside
	3. Completely inside
	4. None of these
Multiple Ch	Point oice: 17.: (CO3) Two successive scaling are
Question	(CO3) Two successive scaling are in nature.
Question Answer	(CO3) Two successive scaling are in nature.  1. Additive
	1. Additive
	1. Additive  2. Multiplicative
	1. Additive  2. Multiplicative  3. Subtractive  4. None of these
Answer	1. Additive  ✓ 2. Multiplicative  3. Subtractive
Answer	1. Additive  2. Multiplicative  3. Subtractive  4. None of these

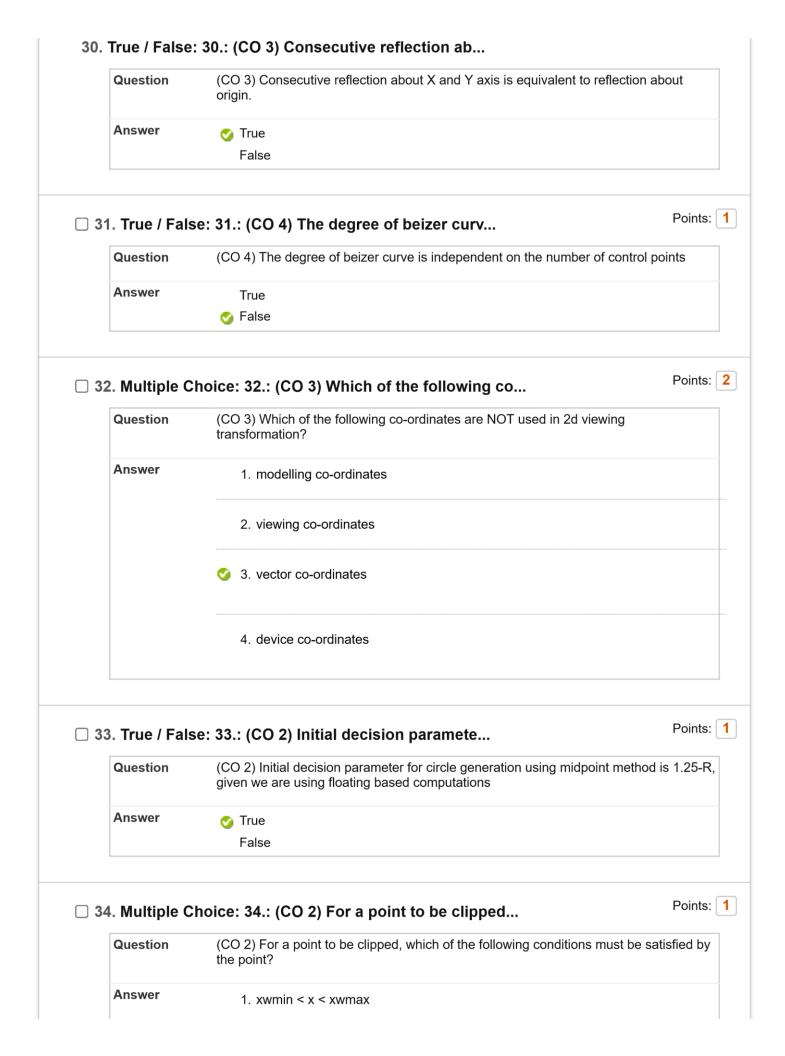
3. One octant first and other by successive reflection



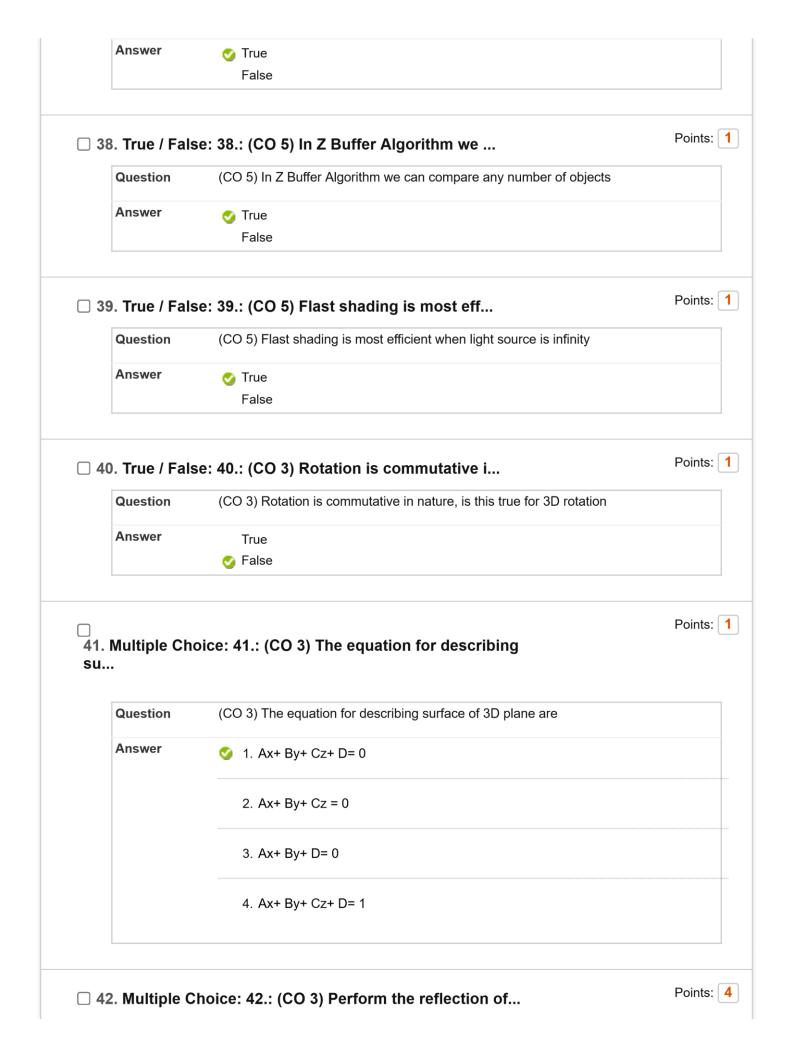






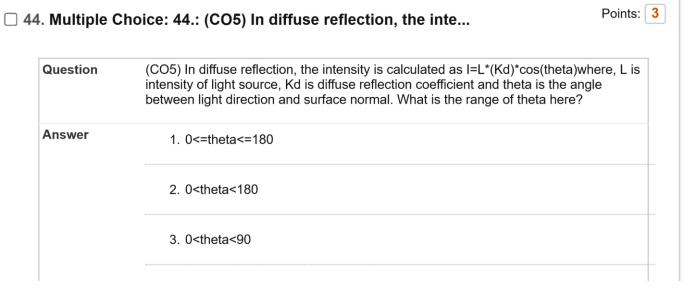


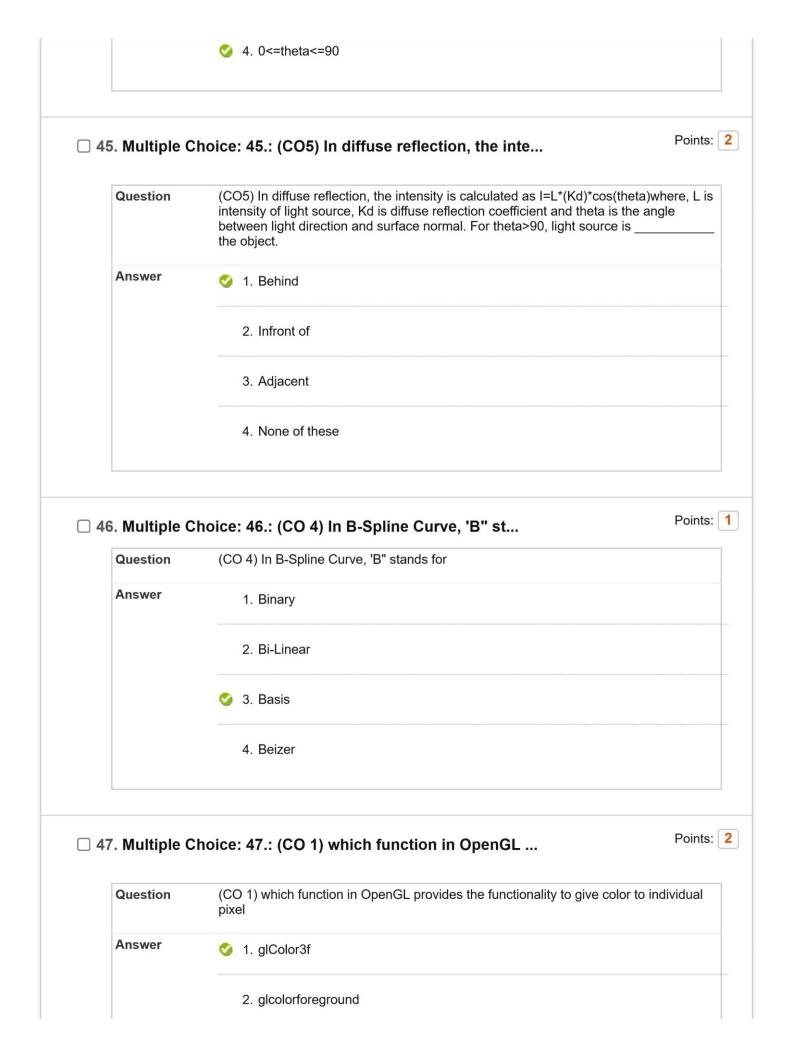
	4. ywmin = y = ywmax
i. Multiple C	Choice: 35.: (CO 5) Scan lines are used to sc
Question	(CO 5) Scan lines are used to scan from
Answer	<ul> <li>A. Top to bottom</li> </ul>
	B. Bottom to top
	C. Both a & b
	D. None of these
6. Multiple C	Choice: 36.: (CO 5) For which purpose, one ne  (CO 5) For which purpose, one needs to apply natural light effects to visible sur
	choice. 36 (CO 5) For which purpose the hem
Question	(CO 5) For which purpose ,one needs to apply natural light effects to visible sur
Question	(CO 5) For which purpose ,one needs to apply natural light effects to visible sur
Question	(CO 5) For which purpose ,one needs to apply natural light effects to visible sur  1. Fractals  2. Quad-tree
Question	(CO 5) For which purpose ,one needs to apply natural light effects to visible sur  1. Fractals  2. Quad-tree  3. Rendering



Question	(CO 3) Perform the reflection of unit cube about XY plane and after reflection what will be the co ordinates of the final cube?
Answer	1. (0,0,-1),(1,0,-1),(1,1,-1),(0,1,-1), (0,0,0), (1,0,0), (1,1,0), (0,1,0)
	2. (0,0,-1),(1,0,-1),(1,1,-1),(0,1,-1), (0,1,0), (1,0,0), (1,1,0), (0,1,0)
	3. (0,0,-1),(1,1,-1),(1,1,-1),(0,1,-1), (0,0,0), (1,0,0), (1,1,0), (0,1,0)
	4. (0,0,-1),(1,0,-1),(1,1,-1),(0,1,-1), (0,0,0), (1,0,0), (1,1,0), (1,1,0)

<b>4</b>	3. Multiple C	Choice: 43.: (CO 1) Which technique of color	Points: 1
	Question	(CO 1) Which technique of color CRT is used for production of realistic image	
	Answer	A. Beam penetration	
		⊗ B. Shadow mask	
		C. both a & b	
		D. None of above	





. Multiple C	Choice: 48.: (CO 1) How many K bytes does a f
Question	(CO 1) How many K bytes does a frame buffer need in a 600*400 pixel?
Answer	1. 39.30 n k bytes
	2. 49.30 n k bytes
	4. 99.30 n k bytes
. <b>True / Fal</b> s Question	se: 49.: (CO 1) Pixmap stores the colored  (CO 1) Pixmap stores the colored pixel intensties.
	(CO 1) Pixmap stores the colored pixel intensties.  True
Question	(CO 1) Pixmap stores the colored pixel intensties.
Question Answer	(CO 1) Pixmap stores the colored pixel intensties.  True
Question Answer	(CO 1) Pixmap stores the colored pixel intensties.  True False
Question Answer . Multiple C	(CO 1) Pixmap stores the colored pixel intensties.  True False  Choice: 50.: (CO 2) Using Midpoint circle alg  CO 2) Using Midpoint circle alg
Question Answer  . Multiple C	(CO 1) Pixmap stores the colored pixel intensties.  True False  Choice: 50.: (CO 2) Using Midpoint circle alg  (CO 2) Using Midpoint circle algorithm plot a circle whose radius is 10 units. What be the value of decision parameter at the first step.
Question Answer  . Multiple C	(CO 1) Pixmap stores the colored pixel intensties.  True False  Choice: 50.: (CO 2) Using Midpoint circle alg  (CO 2) Using Midpoint circle algorithm plot a circle whose radius is 10 units. What be the value of decision parameter at the first step.  A. 9

