

**Download Solved Mid/Final Term
Past Papers by Waqar Siddhu
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Dot product of two vectors result in ----- quantity,

VuAnswers.com

Answer (Please select your correct option)

Scalar



correct

Vectors



None of all



Magnitude



Made by: Waqar Siddhu

Einstein, among other well known names in the world of science, His theory of relativity maintains that space and time are merely different aspects of the ----- thing.

Einstein, among other well known names in the world of science, made a special study of time in relation to his research in physics. His theory of relativity maintains that space and time are merely different aspects of the same thing.

VuAnswers.com

Answer (Please select your correct option)

Non of the given

Unknown

Different

Same

correct

Made by: Waqar Siddhu

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has ----- requirements.

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has unique requirements, the OpenGL code in many programs can be used as is. page 303

VuAnswers.com

Answer (Please select your correct option)

None of the given

Compatibility

Same

Unique

correct

Made by: Waqar Siddhu

The rate at which light intensity decreases at a greater distance is called as -----.

Light in the real world loses its intensity as the inverse square of the distance from the light source to the surface being illuminated. However, when put into practice, this seemed to drop off the light intensity in too abrupt a manner and then not to vary too much after the light was far away.

page 290

VuAnswers.com

Answer (Please select your correct option)

 Lambertian Shading Light Intensity Light Decrement Light Attenuation

correct

Made by: Waqar Siddhu

In order to get a more realistic representation of lighting, we'll need to understand how light passes through a medium and how hitting the boundary layer at the ----- of two media can affect light's properties.

To do this, we'll need to understand how light passes through a medium and how hitting the boundary layer at the intersection of two media can affect light's properties.

page 296

VuAnswers.com

Answer (Please select your correct option)

 Intersection

correct

 Union Endpoints Edges**Made by: Waqar Siddhu**

What makes this really challenging to model is that the index of refraction for most materials is a function of the----- of the light. This means that not only is there a shift in the angle of refraction, but that the shift is different for differing -----of light.

What makes this really challenging to model is that the index of refraction for most materials is a function of the wavelength of the light. This means that not only is there a shift in the angle of refraction, but that the shift is different for differing wavelengths of light.

page 299

VuAnswers.com

Answer (Please select your correct option)

 Reflecting angle, Reflecting angle Refracting angle, Refracting angle Frequency, Frequency Wavelength, Wavelength

correct

Made by: Waqar Siddhu

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

page 300

VuAnswers.com

Answer (Please select your correct option)

True



correct

False



Made by: Waqar Siddhu

NURBS stands for-----.

NURBS (Non Uniform
Rational Beta Splines)

page 225

VuAnswers.com

Answer (Please select your correct option)

Non Universal Rational Binary Spline

Non Uniform Rational Binary Splines

Non Uniform Rational Beta Splines

Non Universal Rational Beta Splines

correct

Made by: Waqar Siddhu

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are -----.

A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are cubic polynomials.

page 331

VuAnswers.com

Answer (Please select your correct option)

Binary polynomials

Mono polynomials

Quadratic polynomials

Cubic polynomials

correct

Made by: Waqar Siddhu

With similar expressions for $y(u)$ and $z(u)$. Again the a , b , c and d terms are constant coefficients. As we did with Equation for a plane curve, we combine the $x(u)$, $y(u)$, and $z(u)$ expressions into a single vector equation $P(u)=$ -----.

With similar expressions for $y(u)$ and $z(u)$. Again the a , b , c and d terms are constant coefficients. As we did with Equation for a plane curve, we combine the $x(u)$, $y(u)$, and $z(u)$ expressions into a single vector equation :

$$p(u) = au^3 + bu^2 + cu + d$$

page 331

VuAnswers.com

Answer (Please select your correct option)

$Au^4+bu^3+cu^2+d$

$Au^3+bu^2+cu^2+d$

Au^3+bu^2+cu+d

correct

Au^2+bu^1+cu+d

Made by: Waqar Siddhu

To convert the information in the A matrix into that required for the P matrix, we do some simple matrix algebra, First we have $UA=UNP$ then Simply

A=-----

To convert the information in the A matrix into that required for the P matrix, we do some simple matrix algebra, using Equations 9, 10 and 13. First we have

$$GP = UNP \quad (14)$$

$$A = NP$$

pag 333

VuAnswers.com

Answer (Please select your correct option)

None of the given

UP

NP

correct

UN

Made by: Waqar Siddhu

Bezier curve is the ideal standard for representing the ----- piecewise polynomial curves.

Bezier curve is the ideal standard for representing the more complex piecewise polynomial curves.

page 238

VuAnswers.com

Answer (Please select your correct option)

None of the given

Non complex

Most complex

More complex

correct

Made by: Waqar Siddhu

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the ----- are perpendicular to the vector from the surface to the viewpoint.

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the normal vectors are perpendicular to the vector from the surface to the viewpoint.

pagw 345

VuAnswers.com

Answer (Please select your correct option)

 None of the given Unit vectors Tangent vectors Normal vectors

correct

Made by: Waqar Siddhu

A twenty-sided approximation to a sphere doesn't look good unless the image of the sphere on the screen is quite -----, but there's an easy way to increase the accuracy of the approximation.

A twenty-sided approximation to a sphere doesn't look good unless the image of the sphere on the screen is quite small, but there's an easy way to increase the accuracy of the approximation.

VuAnswers.com

Answer (Please select your correct option)

Medium



Large



Small



correct

None of the given



Made by: Waqar Siddhu

A recursive ----- technique can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied.

A recursive subdivision technique such as the one described in Example 5 can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied

VuAnswers.com

Answer (Please select your correct option)

None of the given

Addition

Multiplication

Subdivision

correct

Made by: Waqar Siddhu

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ----- meaning broken, various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word fractus meaning broken, uneven: any of various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

page 352

VuAnswers.com

Answer (Please select your correct option)

 Fractus

correct

 Fractul Fratus Fractul

Made by: Waqar Siddhu

The ----- is most simple example that exhibits the property self similarity.

The fern is typical of many plants in that it exhibits self similarity

page 255

VuAnswers.com

Answer (Please select your correct option)

Mosse



Fern



correct

Thohar



None of the given



Made by: Waqar Siddhu

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a -----.

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a camera.

page 372

VuAnswers.com

Answer (Please select your correct option)

None of the given

Rendering

Transformation

Camera

correct

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Projection transformations, that construct a 4×4 matrix M , which is then multiplied by the coordinates of each vertex v in the scene to accomplish the transformation $v'=Mv$, Remember that vertices always have ----- coordinates, though in most cases w is 1 and for two-dimensional data z is 0.

To specify viewing, modeling, and projection transformations, we construct a 4×4 matrix M , which is then multiplied by the coordinates of each vertex v in the scene to accomplish the transformation (Remember that vertices always have four coordinates (x, y, z, w) , though in most cases w is 1 and for two-dimensional data z is 0.)

VuAnswers.com

Answer (Please select your correct option)

One



Two



Four



Three



correct

page 373

Made by: Waqar Siddhu

The viewing transformation can be specified, the current matrix is set to the ----- matrix with `glLoadIdentity()`. This step is necessary since most of the transformation commands multiply the current matrix by the specified matrix and then set the result to be the current matrix.

the current matrix is set to the identity matrix with `glLoadIdentity()`. This step is necessary since most of the transformation commands multiply the current matrix by the specified matrix and then set the result to be the current matrix.

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VuAnswers.com

Answer (Please select your correct option)

 Rectangular Square Identity Normal

correct

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----- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Two basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

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VuAnswers.com

Answer (Please select your correct option)

Five



Two



correct

Three



Four



Made by: Waqar Siddhu

Rendering a Lit Sphere having steps required to add lighting to our scene. Define ----- vectors for each vertex of all the objects. These vectors determine the orientation of the object relative to the light sources.

Rendering a Lit Sphere

These are the steps required to add lighting to our scene. Define NORMAL vectors for each vertex of all the objects. These NORMALS determine the orientation of the object relative to the light sources.

page 398

VuAnswers.com

Answer (Please select your correct option)

Unit



Normal



correct

Transformation



None of given

**Made by: Waqar Siddhu**

Triangle fans, conceptually, look like the folding fans you see in shops.

Triangle fans, conceptually, look like the folding fans you see in Asian souvenir shops.

VuAnswers.com

Answer (Please select your correct option)

False



True



correct

Made by: Waqar Siddhu

Dark lights are nothing more than lights in which one or more of the color values are_____.

VuAnswers.com

Answer (Please select your correct option)

Unknown

Negative

correct

Null

Positive

Made by: Waqar Siddhu

Which is the oldest in given types of the shading?

nai pta

[VuAnswers.com](https://www.vuanswers.com)

Answer (Please select your correct option)

Flat Shading

Phong Shading

None of all

Gouraud Shading

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_____ is used for circumference of a circle.

The perimeter C of a circle is called the circumference, and is given by
 $C = 2 \pi r$

page 59

VuAnswers.com

Answer (Please select your correct option)

2r

$2 \pi c$

2π

None of the given

correct

Made by: Waqar Siddhu

Both Boundary Filling and Flood filling algorithms are _____ than scan line filling algorithm.

nai pta

VuAnswers.com

Answer (Please select your correct option)

None of the given

Better

ya lag rha ha

Worse

Almost same

Made by: Waqar Siddhu

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

Trivial Accept - save a line with both endpoints inside all clipping boundaries.

page 141

VuAnswers.com

Answer (Please select your correct option)

None of the given

Total inside

Trivial Reject

Trivial Accept

correct

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Tomography is the technique used in _____.

VuAnswers.com

Answer (Please select your correct option)

X-rays photography

correct

Pixel paint

Entertainment

Artis's paintbrush

Made by: Waqar Siddhu

_____ polygons are clipped correctly by Sutherland-Hodgeman Algorithm.

The Sutherland-Hodgeman clipping algorithm clips any polygon against a convex clip polygon.

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[VuAnswers.com](https://vuanswers.com)

Answer (Please select your correct option)

- Convex
 - Concave
 - Complex
 - All of the given
- correct chek may b all but mention with this only

Made by: Waqar Siddhu

The axonometric projection is _____ where the direction of projection makes same angle with all three axes.

The most common axonometric projection is an isometric projection where the projection plane intersects each coordinate axis in the model coordinate system at an equal distance or the direction of projection makes equal angles with all of the three principal axes

page 196

VuAnswers.com

Answer (Please select your correct option)

 Oblique projection Trimetric projection Diametric projection Isometric projection

correct

Made by: Waqar Siddhu

Texture mapping is a technique for interpolating _____ over the triangle being rasterized.

Texture mapping is a technique for interpolating an image over the triangle being rasterized.

page 218

VuAnswers.com

Answer (Please select your correct option)

None of the given

Colors in the image

Image

Shape in image

correct

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We want our scene to look more realistic, we should use _____ lights.

VuAnswers.com

Answer (Please select your correct option)

Point



Parallel



Spot



None of the given



correct

Made by: Waqar Siddhu

_____ can be defined as a mapping of point $P(x, y, z)$ onto its image $P'(x', y', z')$ in the view plane which constitutes the display surface.

Projection can be defined as a mapping of point $P(x, y, z)$ onto its image $P'(x', y', z')$ in the projection plane or view plane, which constitutes the display surface

page 262

VuAnswers.com

Answer (Please select your correct option)

 Mapping plane Three Coordinate Planes View plane Projection

correct

Made by: Waqar Siddhu

The reflected light wave turns out to be a / an _____ case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

The reflected light wave turns out to be a simple case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

page 296

VuAnswers.com

Answer (Please select your correct option)

 Unknown Simple Complex Abnormal

correct

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

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

page 9

VuAnswers.com

Answer (Please select your correct option)

False



True



correct

Made by: Waqar Siddhu

When light strike with the thick colored lacquer surface it perform the following steps.

Consider a thick colored lacquer surface. The lacquer itself is transparent, but suspended in the lacquer are reflective pigment off of which light gets reflected,

page 241

VuAnswers.com

Answer (Please select your correct option)

reflected



correct

bounced, altered



split, shifted



All of the given



Made by: Waqar Siddhu

Spotlights have ____ angles associated with them.

Spotlights have two angles associated with them.

page 244

VuAnswers.com

Answer (Please select your correct option)

2



correct

3



4



5



Made by: Waqar Siddhu

There are various types of transformations as we have seen, in case of 2D transformations, these include:

repeat

VuAnswers.com

Answer (Please select your correct option)

Scaling

Rotation

Translation

All of the given

Made by: Waqar Siddhu

When we perform the rotation about Z-axis

$$x' = x \cos \theta$$

$$y' = y \sin \theta$$

The value of

VuAnswers.com

Answer (Please select your correct option)

$\sin \theta$

$\tan \theta$

$\cos \theta$

z

correct

Made by: Waqar Siddhu

Computer animation is a form of-----

Answer (Please select your correct option)

VuAnswers.com

Colour printer output

Video graphics

CAD/CAM

LCD

Made by: Waqar Siddhu

TV series are made as simply as possible from the animation point of view. This approach is generally known as -----.

Answer (Please select your correct option)

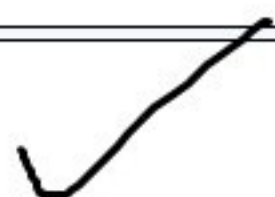
VuAnswers.com

Low animation

High resolution

Full animation

Limited animation



Made by: Waqar Siddhu

OpenGL is built for compatibility across hardware and operating systems. This architecture makes it easy to port OpenGL programs from one system to another. While each operating system has ----- requirements.

Answer (Please select your correct option)

VuAnswers.com

Compatibility

Same

Unique

None of the given

Made by: Waqar Siddhu

Coordinate systems are the measured frames of reference within which geometry is defined, manipulated and viewed.

Answer (Please select your correct option)

VuAnswers.com

True



False



Made by: Waqar Siddhu

glutReshapeWindow requests a change in the size of the *current window*. The width and height parameters are size extents in pixels. The width and height must be ----- values.

Answer (Please select your correct option)

VuAnswers.com

Non of the given

Neutral

Negative

Positive



Made by: Waqar Siddhu

The `glClearColor` function specifies the red, green, blue, and alpha values used by `glClear` to clear the color buffers. Values specified by `glClearColor` are clamped to the range -----.

Answer (Please select your correct option)

VuAnswers.com

[0,-1]

[-1,1]

[.5,1]

[0,1]



Made by: Waqar Siddhu

if we assign a different value to the parametric variable for the intermediate point, then we obtain different values for the coefficients. This, in turn, means that a different curve is produced, although it passes through the -----three points.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Isolate

Different

Same



Made by: Waqar Siddhu

NURBS stands for-----.

Answer (Please select your correct option)

VuAnswers.com

Non Universal Rational Binary Spline

Non Uniform Rational Binary Splines

Non Uniform Rational Beta Splines

Non Universal Rational Beta Splines



Made by: Waqar Siddhu

A point is defined as $[ax, ay, az, a]^T$ where "a" can be ANY value.

Answer (Please select your correct option)

VuAnswers.com

True



False



Made by: Waqar Siddhu

An orthogonal set of vectors-----

Answer (Please select your correct option)

VuAnswers.com

- Must be a set of linearly independent vectors
- Must be a set of linearly dependent vectors
- Must be made up of the basis vectors (e_1 , e_2 , and e_3)
- Can be made up of any set of vectors

Made by: Waqar Siddhu

Bezier curve is the ideal standard for representing the ----- piecewise polynomial curves.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Non complex

Most complex

More complex



Made by: Waqar Siddhu

Keep polygon orientations consistent to make sure that when viewed from the outside, all the polygons on the surface are oriented in the same direction.

Answer (Please select your correct option)

VuAnswers.com

None of the given



Neither

Different

Same

Made by: Waqar Siddhu

For high-quality images, it's a good idea to subdivide more on the silhouette edges than in the interior. If the surface is to be rotated relative to the eye, this is tougher to do, since the silhouette edges keep moving. Silhouette edges occur where the ----- are perpendicular to the vector from the surface to the viewpoint.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Unit vectors

Tangent vectors

Normal vectors



Made by: Waqar Siddhu

According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ----- meaning broken, various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

Answer (Please select your correct option)

VuAnswers.com

Fractus



Fractul

Fratus

Fractul

Made by: Waqar Siddhu

The ----- is most simple example that exhibits the property self similarity.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Thohar

Mosse

Fern

Made by: Waqar Siddhu

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a -----.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Rendering

Transformation

Camera



Made by: Waqar Siddhu

The viewing and modeling transformations are combined to form the ----- matrix, which is applied to the incoming object coordinates to yield eye coordinates.

Answer (Please select your correct option)

VuAnswers.com

Two

Square

Viewport

Modelview



Made by: Waqar Siddhu

----- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Answer (Please select your correct option)

VuAnswers.com

Five

Two

Three

Four

Made by: Waqar Siddhu

At a physical surface, our eye's perception of the colour depends on the distribution of photon energies that arrive and trigger our ----- cells. Those photons come from a light source or combination of sources, some of which are absorbed and some are reflected by the surface.

Answer (Please select your correct option)

VuAnswers.com

Lens

Eye

Cone

Retina

Made by: Waqar Siddhu

In the Phong reflection model, there are 3 constants (a, b, c) which are used to describe the qualities of which of the following phenomena?

Answer (Please select your correct option)

VuAnswers.com

The attenuation of a point light source with distance

The size (in each dimension) which the light is assumed to have

The amount to perturb reflection vectors as they are mirrored across the normal

The material reaction to ambient, diffuse and specular light (respectively)

Made by: Waqar Siddhu

When obtaining normals for a triangle, which of the following mathematical constructs is NOT used?

Answer (Please select your correct option)

VuAnswers.com

Point-Point subtraction

Vector normalization

Vector cross products

Vector dot products

Made by: Waqar Siddhu

Dark lights are nothing more than lights in which one or more of the color values are _____.

Answer (Please select your correct option)

VuAnswers.com

Unknown

Negative

Null

Positive

Made by: Waqar Siddhu

The traditional approach in real-time computer graphics has been to calculate lighting at a vertex as a sum of the _____ light.

Answer (Please select your correct option)

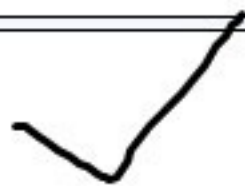
VuAnswers.com

Diffuse, and specular

Ambient

Ambient, diffuse, and specular

Specular



Made by: Waqar Siddhu

Unlike ambient light, the intensity of diffuse light is directional and is a function of the angle of the incoming light and the surface. This type of shading is called Lambertian shading after Lambert's _____ law.

Answer (Please select your correct option)

VuAnswers.com

Perpendicular

Cosine

Sine

Tangent

Made by: Waqar Siddhu

There are _____ basic types of polygon.

Answer (Please select your correct option)

VuAnswers.com

2

3

4

10

Made by: Waqar Siddhu

_____ polygons are basically concave polygons that may have self-intersecting edges.

Answer (Please select your correct option)

VuAnswers.com

Complex



None of the given

Hybrid

Convex

Made by: Waqar Siddhu

The boundary-fill method requires the coordinates of _____.

Answer (Please select your correct option)

VuAnswers.com

Starting point

Filling colour

Boundary colour

All of the given



Made by: Waqar Siddhu

A polygon is usually defined by a sequence of vertices and _____. (Choose best suitable option)

Answer (Please select your correct option)

VuAnswers.com

Ending lines

Edges

Circles

None of the given

Made by: Waqar Siddhu

A three-dimensional reflection can be performed relative to a selected reflection _____.

Answer (Please select your correct option)

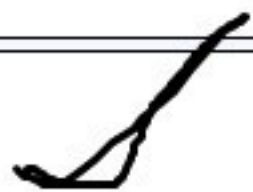
VuAnswers.com

None of the given

Plane

Axis

Both Axis and plane



Made by: Waqar Siddhu

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

Answer (Please select your correct option)

VuAnswers.com

Translation

Reflection

Shear

Rotation

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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.

Answer (Please select your correct option)

VuAnswers.com

Oblique Parallel Projection

Axonometric Parallel Projection

Orthographic Parallel Projection

None of the given

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We want our scene to look more realistic, we should use _____ lights.

Answer (Please select your correct option)

VuAnswers.com

Point

Parallel

Spot

None of the given

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Lambertian shading was used mostly back when computers weren't fast enough to do _____ in real time.

Answer (Please select your correct option)

VuAnswers.com

Gouraud shading



Shading in which triangles painted with single solid color

Processing

None of the given

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In case of _____, we'll get dull and diffused view.

p 294

Answer (Please select your correct option)

VuAnswers.com

Backscattering

Forward scattering

Both Backscattering and Forward scattering

None of the given

Made by: Waqar Siddhu

The reflected light wave turns out to be a / an _____ case since light is reflected at the same angle as the incident wave (when the surface is smooth and uniform, as we'll assume for now).

Answer (Please select your correct option)

VuAnswers.com

Unknown

Simple

Complex

Abnormal

Made by: Waqar Siddhu

A line may have three forms with respect to it's _____.

Answer (Please select your correct option)

VuAnswers.com

Slop



Plan

Points

None of the given

Made by: Waqar Siddhu

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

Answer (Please select your correct option)

VuAnswers.com

Reduced

Enlarged

Remain same

None of the given

Made by: Waqar Siddhu

We maintain the saturation of color values by using

Answer (Please select your correct option)

VuAnswers.com

Clamping

Scaling

Shifting

all of the given



Made by: Waqar Siddhu

There are various types of transformations as we have seen, in case of 2D transformations, these include:

Answer (Please select your correct option)

VuAnswers.com

Scaling

Rotation

Translation

All of the given



Made by: Waqar Siddhu

In 24-bit display ____ number of different colors can be displayed.

p 227

Answer (Please select your correct option)

VuAnswers.com

256^3

256^7

256^5

256^6

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Each hyperbola consists of two -----

Answer (Please select your correct option)

VuAnswers.com

Vertices

Nodes

Branches



Made by: Waqar Siddhu

Computer animation is a form of-----

Answer (Please select your correct option)

VuAnswers.com

Colour printer output

Video graphics

CAD/CAM

LCD

Made by: Waqar Siddhu

An independent consortium, the OpenGL Architecture Review Board, guides the OpenGL specification. With broad industry support, OpenGL is the only truly open, vendor-neutral, ----- graphics standard.

Answer (Please select your correct option)

VuAnswers.com

Tertiary

Binary

Single platform

Multiplatform



Made by: Waqar Siddhu

All OpenGL applications produce consistent visual display results on any OpenGL API-compliant hardware, ----- of operating system or windowing system.

Answer (Please select your correct option)

VuAnswers.com

Regardless

With respect

Kernel

Libraries

Made by: Waqar Siddhu

In order to get a more realistic representation of lighting, we'll need to understand how light passes through a medium and how hitting the boundary layer at the ----- of two media can affect light's properties.

Answer (Please select your correct option)

VuAnswers.com

Intersection



Union

Endpoints

Edges

Made by: Waqar Siddhu

Using a lighting model based upon the Blinn Phong model means that we'll always get a uniform specular highlight based upon the colour of the ----- light and material, which means that all reflections based on this model, will be reminiscent of plastic.

Answer (Please select your correct option)

VuAnswers.com

Union

Refracting

Intersection

Reflecting



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The value returned is a unique small integer identifier for the window. The range of allocated identifiers starts at ----- . This window identifier can be used when calling glutSetWindow.

Answer (Please select your correct option)

VuAnswers.com

Three

Two

One

Zero

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_____ sets the global idle call back to be 'func' so a GLUT program can perform background processing tasks or continuous animation when window system events are not being received.

Answer (Please select your correct option)

VuAnswers.com

glutIdleFunc

glutMainLoop

glutDisplayFunc

glutReshapeFunc

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A space curve is not confined to a plane. It is free to twist through space. To define a space curve we must use parametric functions that are -----.

Answer (Please select your correct option)

VuAnswers.com

Binary polynomials

Mono polynomials

Quadratic polynomials

Cubic polynomials



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A point is defined as $[ax, ay, az, a]^T$ where "a" can be ANY value.

Answer (Please select your correct option)

VuAnswers.com

True



False



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Given the vector $[1, 2, 3, 0]^T$ and the point $[3, 2, 1, 1]^T$, the equation for the plane defined by them is

Answer (Please select your correct option)

VuAnswers.com

$1x + 2y + 3z + 10 = 0$

$3x + 2y + 1z + 10 = 0$

$1x + 2y + 3z - 10 = 0$

$3x + 2y + 1z - 10 = 0$

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Which of the following affine transforms does NOT affect vectors?

Answer (Please select your correct option)

VuAnswers.com

Shear

Rotation

Scale

Translation

Made by: Waqar Siddhu

Bezier curve is the ideal standard for representing the ----- piecewise polynomial curves.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Non complex

Most complex

More complex



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Keep polygon orientations consistent to make sure that when viewed from the outside, all the polygons on the surface are oriented in the same direction.

Answer (Please select your correct option)

VuAnswers.com

Neither

Different

Same

None of the given



Made by: Waqar Siddhu

Unless the surface is to be drawn only once, you should probably save the calculated vertex and normal coordinates so that the calculations don't need to be repeated each time that the -----
- is drawn.

Answer (Please select your correct option)

VuAnswers.com

Rectangle

Polygon

Surface



Triangle

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A recursive ----- technique can be used for other types of surfaces. Typically, the recursion ends either if a certain depth is reached or if some condition on the curvature is satisfied.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Addition

Multiplication

Subdivision



Made by: Waqar Siddhu

Fractal are geometric patterns that is repeated at ever smaller scales to produce ----- shapes and surfaces that can not be represented by classical geometry.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Linear

Regular

Irregular



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According to Webster's Dictionary a fractal is defined as being "derived from the Latin word ----- meaning broken, various extremely irregular curves or shapes that repeat themselves at any scale on which they are examined."

Answer (Please select your correct option)

VuAnswers.com

Fractus



Fractul

Fratus

Fractul

Made by: Waqar Siddhu

A correspondence must be established between the transformed coordinates and screen ----- . This is known as a viewport transformation.

Answer (Please select your correct option)

VuAnswers.com

Edges

Vertices

Coordinates

Pixels



Made by: Waqar Siddhu

The transformation process to produce the desired scene for viewing is analogous to taking a photograph with a -----.

Answer (Please select your correct option)

VuAnswers.com

None of the given

Rendering

Transformation

Camera

Made by: Waqar Siddhu

OpenGL applies the projection matrix to yield ----- coordinates. This transformation defines a viewing volume.

Answer (Please select your correct option)

VuAnswers.com

Three

Four

Clip

Normal

Made by: Waqar Siddhu

----- basic types of projections are provided for us by OpenGL, along with several corresponding commands for describing the relevant parameters in different ways.

Answer (Please select your correct option)

VuAnswers.com

Five



Two



Three



Four



Made by: Waqar Siddhu

Which of the following describes the purpose of the ϵ (epsilon) portion of the rendering equation?

Answer (Please select your correct option)

VuAnswers.com

Emitted light from p' towards p

Intensity of light from p' to p

Geometry function (0 if p' not visible from p , $1/r^2$ otherwise)

Reflection of light from p'' across p' to p

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In the Phong reflection model, there are 3 constants (a, b, c) which are used to describe the qualities of which of the following phenomena?

Answer (Please select your correct option)

VuAnswers.com

The attenuation of a point light source with distance

The size (in each dimension) which the light is assumed to have

The amount to perturb reflection vectors as they are mirrored across the normal

The material reaction to ambient, diffuse and specular light (respectively)

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

Answer (Please select your correct option)

VuAnswers.com

False



True

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A straight line can be moved to another location by applying _____ to each of the line endpoints and redrawing the line between the new coordinates.

Answer (Please select your correct option)

VuAnswers.com

Rotation

Translation

Reflection

Scaling factor

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Because clipping against one edge is independent of all others,so it is impossible to arrange the clipping stages in a pipeline.

Answer (Please select your correct option)

VuAnswers.com

True



False



Made by: Waqar Siddhu

Tomography is the technique used in _____.

Answer (Please select your correct option)

VuAnswers.com

X-rays photography

Pixel paint

Entertainment

Artis's paintbrush

Made by: Waqar Siddhu

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

Answer (Please select your correct option)

VuAnswers.com

Scan line filling

Flood fill



Both scan line and flood fill

None of the given

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

Answer (Please select your correct option)

VuAnswers.com

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

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

p 143

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

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

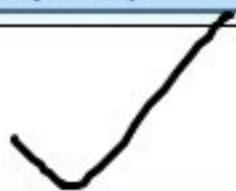
Made by: Waqar Siddhu

The dot product of two vectors A and B is _____, iff the angle between them is less than 90 or greater than 270 degrees.

Answer (Please select your correct option)

VuAnswers.com

Greater than zero (0)



Less than zero (0)

Equal to Zero (0)

None of the given

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We want our scene to look more realistic, we should use _____ lights.

Answer (Please select your correct option)

VuAnswers.com

Point

Parallel

Spot

None of the given

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Lambertian shading was used mostly back when computers weren't fast enough to do _____ in real time.

Answer (Please select your correct option)

VuAnswers.com

Gouraud shading



Shading in which triangles painted with single solid color

Processing

None of the given

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Because clipping against _____ edge / edges is independent of all others, it is possible to arrange the clipping stages in a pipeline.

Answer (Please select your correct option)

VuAnswers.com

Four

One

Two

Three

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In case of _____, we'll get dull and diffused view.

Answer (Please select your correct option)

VuAnswers.com

Backscattering

Forward scattering

Both Backscattering and Forward scattering

None of the given

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A line may have three forms with respect to it's _____.

Answer (Please select your correct option)

VuAnswers.com

Slop



Plan

Points

None of the given

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We can draw the circle using _____.

Answer (Please select your correct option)

VuAnswers.com

Pentane

Hexanes

Trident

Octants



Made by: Waqar Siddhu

We maintain the saturation of color values by using

Answer (Please select your correct option)

VuAnswers.com

Clamping

Scaling

Shifting

all of the given



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There are various types of transformations as we have seen, in case of 2D transformations, these include:

Answer (Please select your correct option)

VuAnswers.com

Scaling

Rotation

Translation

All of the given



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When we perform the rotation about Z-axis

$$x' = x \cos \theta$$

$$y' = y \sin \theta$$

The value of

VuAnswers.com

Answer (Please select your correct option)

$\sin \theta$

$\tan \theta$

$\cos \theta$

z

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$$x' = x \cos \theta$$

$$y' = y \sin \theta$$

The value of

$$z' = \underline{\hspace{2cm}}$$

Answer (Please select your correct option)

VuAnswers.com

$\sin \theta$

$\tan \theta$

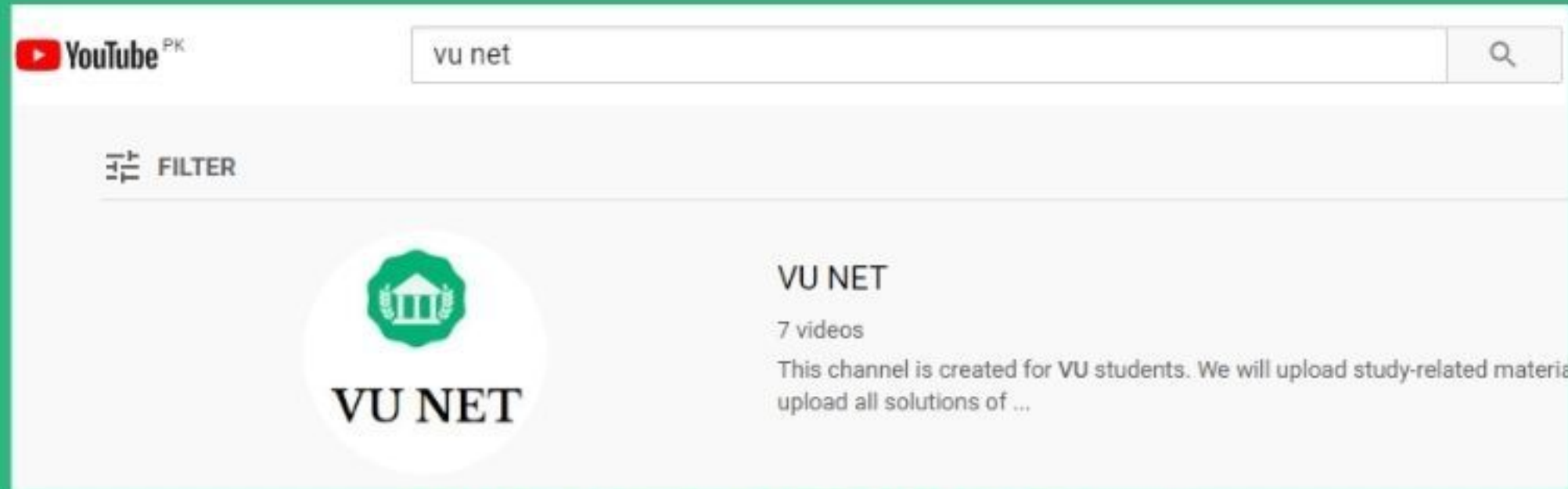
$\cos \theta$

 z

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