

Question No : 1 of 26

Marks: 1 (Budgeted Time 1 Min)

Monochrome Adapter (MA) is a single color adapter

Answer (Please select your correct option)

True

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

False

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Question No : 2 of 26

Marks: 1 (Budgeted Time 1 Min)

We can explain relationship between X, Y and Z coordinates using the left hand rule.

Answer (Please select your correct option)

False

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

True

Made By: Waqar Siddhu

Question No : 3 of 26

Marks: 1 (Budgeted Time 1 Min)

The last column of an affine transform matrix does not affect vectors.

Answer (Please select your correct option)

True

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

False

Made By: Waqar Siddhu

Question No : 4 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

False

True

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 5 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

Circle

Parabola

Hyperbola

Ellipse

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Correct answer solve by hadi
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Question No : 6 of 26

Marks: 1 (Budgeted Time 1 Min)

There are _____ basic types of polygon.

Answer (Please select your correct option)

2

3

4

10

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 7 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

Complex

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

None of the given

Hybrid

Convex

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Question No : 8 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

Outside the boundary

Inside the boundary

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

At boundary

None of the given

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Question No : 9 of 26

Marks: 1 (Budgeted Time 1 Min)

In Trivial acceptance/reject test there are four bits of nine regions, Bit 1 represents condition _____.

note: if bit 3 then
open 2 and if bit 4
then option 1 and if
bit 2bit then open 3.

Answer (Please select your correct option)

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 $X > X_{max}$

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

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

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 10 of 26 Marks: 1 (Budgeted Time 1 Min)

Polygons consisting of _____ can cause problems when rendering.

Answer (Please select your correct option)

- Non-co-planar vertices
 - Co-planar vertices
 - On any vertex
 - None of the given
- Correct answer solve by hadi
More detail: usmanraj20@gmail.com
- Made By: Waqar Siddhu**

Question No : 11 of 26 Marks: 1 (Budgeted Time 1 Min)

The homogeneous coordinates for 3D translation can be expressed as _____.

Answer (Please select your correct option)

- None of the given
 - $P' = T (tx, tx, tx) + P$
 - $P' = T (0, 0, 0) + P$
 - $P' = T (tx, ty, tz) . P$
- Correct answer solve by hadi
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- Made By: Waqar Siddhu**

Question No : 12 of 26 Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

- Flickering
 - Snow
 - Distortion
 - None of the given
- Correct answer solve by hadi
More detail: usmanraj20@gmail.com
- Made By: Waqar Siddhu**

Question No : 13 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

Flickering

Snow effect

Distortion

None of the given

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Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 14 of 26

Marks: 1 (Budgeted Time 1 Min)

In video text memory, _____ are used to display a character.

2 bytes

4 bytes

8 bytes

16 bytes

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 15 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Scan line filling

Flood fill

Both scan line and flood fill

None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 16 of 26

Marks: 1 (Budgeted Time 1 Min)

In _____ transformation one coordinate is held fixed and the other coordinate or coordinates are shifted.

Answer (Please select your correct option)

Rotation

Reflection

Shear

None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 17 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Greater than zero (0)

Less than zero (0)

Equal to Zero (0)

None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

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Question No : 18 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Cavalier and Cabinet

Cabinet

Cavalier

None of the given

Correct answer solve by hadi
More detail: usmanraj20@gmail.com

Made By: Waqar Siddhu

First step of triangle rasterization is to be able to _____ a solid filled triangle.

Answer (Please select your correct option)

- Rotate
- Render Correct answer solve by hadi
More detail: usmanraj20@gmail.com
- Redraw
- None of the given

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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)

- Reduced
- Enlarged Correct answer solve by hadi
More detail: usmanraj20@gmail.com
- Remain same
- None of the given

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Explain the term "Modeling" in context of 3D coordinate system.

Answer (Please [click here](#) to Add Answer)

Looking at the Wings 3D workspace, you can see the red, blue, and green lines that represent the X, Y, and Z axes.
In Wings 3D, Y is up and down, X is side to side, and Z is front to back. These three axes are commonly used to define the active axis for moving, scaling, or rotating a model. Often in Wings 3D they will be referred to as Standard axes.
Note: Other modelers may swap the Y and Z axis, so when importing a model into Wings 3D it may appear to be the wrong way around.

Points

A point is any location in 3D space. Points can be used as references, such as the center around which a model will be rotated. A point may be defined by the intersection of two vectors. Points can also be used to define the location of a plane.

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Question No : 22 of 26

Marks: 2 (Budgeted Time 4 Min)

We want to scale an object two times of the existing size on X-axis and Y-axis. Write the scaling matrix for this transformation.

Answer (Please [click here](#) to Add Answer)

Rich text editor toolbar with options for Bold, Italic, Underline, and text color. The text area is empty.

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Question No : 23 of 26

Marks: 3 (Budgeted Time 6 Min)

What would you understand by the following matrix in context of clipping plane?

$$\begin{bmatrix} w & 0 & 0 & 0 \\ 0 & h & 0 & 0 \\ 0 & 0 & Q & 1 \\ 0 & 0 & -QZ_c & 0 \end{bmatrix}$$

Answer (Please [click here](#) to Add Answer)

Rich text editor toolbar with options for Bold, Italic, Underline, and text color. The text area contains the following text:

Chcek book page
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Question No : 24 of 26

Marks: 3 (Budgeted Time 6 Min)

How can we perform the Shearing transformation? Also discuss its two types.

Answer (Please [click here](#) to Add Answer)

Rich text editor toolbar with options for Bold, Italic, Underline, and text color. The text area contains the following text:

Transformation means changing some graphics into something else by applying rules. We can have various types of transformations such as translation, scaling up or down, rotation, shearing, etc. When a transformation takes place on a 2D plane, it is called 2D transformation

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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

What following figure illustrates about the perspective transformation being performed



Answer (Please [click here to Add Answer](#))

Rich text editor toolbar with icons for undo, redo, bold, italic, underline, link, unlink, list, indent, outdent, and zoom (100%).

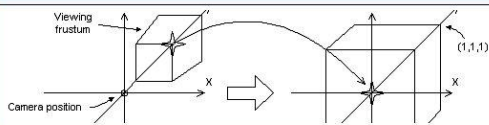
Normal | Arial | 12 | B I U | [List] [Indent] [Outdent] | [Link] [Unlink] | [Zoom] 100%

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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)

What following figure illustrates about the perspective transformation being performed



Answer (Please [click here to Add Answer](#))

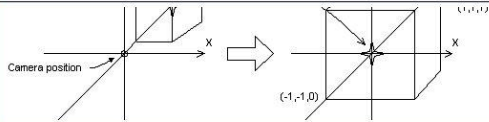
Rich text editor toolbar with icons for undo, redo, bold, italic, underline, link, unlink, list, indent, outdent, and zoom (100%).

Normal | Arial | 12 | B I U | [List] [Indent] [Outdent] | [Link] [Unlink] | [Zoom] 100%

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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)



Answer (Please [click here to Add Answer](#))



Made By: Waqar Siddhu

Question No : 26 of 26

Marks: 5 (Budgeted Time 10 Min)

An object is scaled and rotated about its centroid coordinates (x_c, y_c) and then translated. You are required to find the values for the elements of the composite transformation matrix.

Answer (Please [click here to Add Answer](#))



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