

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

☐

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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

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

True

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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
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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
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☐ 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

☐ At boundary

☐ None of the given

Correct answer solve by hadi
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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, Bit1 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
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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

Correct answer solve by hadi
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☐ Co-planar vertices

☐ On any vertex

☐ None of the given

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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

☐ $P' = T(tx, tx, tx) + P$

☐ $P' = T(0, 0, 0) + P$

☐ $P' = T(tx, ty, tz) \cdot P$

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

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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

Correct answer solve by hadi
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☐ Snow

☐ Distortion

☐ None of the given

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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

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

☐ Distortion

☐ None of the given

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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.

Answer (Please select your correct option)

☐ 2 bytes

Correct answer solve by hadi
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☐ 4 bytes

☐ 8 bytes

☐ 16 bytes

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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.

Answer (Please select your correct option)

- ☐ 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
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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.

Answer (Please select your correct option)

☐ Greater than zero (0)

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

☐ Less than zero (0)

☐ Equal to Zero (0)

☐ None of the given

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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.

Answer (Please select your correct option)

☐ Cavalier and Cabinet

☐ Cabinet

☐ Cavalier

☐ None of the given

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

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Question No : 19 of 26

Marks: 1 (Budgeted Time 1 Min)

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

Answer (Please select your correct option)

☐ Rotate

☐ Render

☐ Redraw

☐ None of the given

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

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Question No : 20 of 26

Marks: 1 (Budgeted Time 1 Min)

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

$x > 1$

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

☐ Remain same

☐ None of the given

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Question No : 21 of 26

Marks: 2 (Budgeted Time 4 Min)

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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Marks: 2 (Budgeted Time 4 Min)

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

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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?

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

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

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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](#))

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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



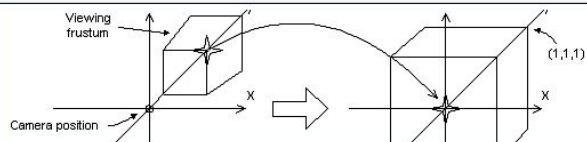
Answer (Please [click here](#) to Add Answer)



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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)



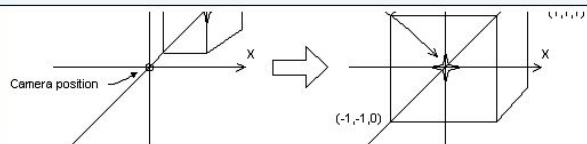
Answer ([Please click here to Add Answer](#))



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Question No : 25 of 26

Marks: 5 (Budgeted Time 10 Min)



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



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