

## MODEL PAPER II PAPER CG (311) (PART-III)

Time Duration: 3 hrs M.M. 50

## **OBJECTIVE PART-I**

The question paper contains 40 multiple choice questions with four and five choices and student will have to pick the correct one (each carrying  $\frac{1}{2}$  marks).

Q1. MIDI is a:				
	(b) communication standard			
Q2. Hypermedia: (a) I	s an independent media like graphic	es, text ect. (b) Provide	es links between two media	
(c) A	Allow two media to be played toget	her (d) none of	f the above	
Q3. Audio file format	in Microsoft is:			
(a) .MID	(b) .VOC	(c) .AV	(d) .WAV	
Q4. An image scanner	can be used for storing:			
(a) Text material	(b) Engineering Drawings	(c) Pictures	(d) All of the above	
Q5. Digitized sound is:				
(a) Digital sounds	(b) sampled sound	(c) unassembled	(d) none of these	
Q6. What is the aspect ratio of a 12 x 16 in display?				
(a) 3:4	(b) 12:14	(c) 6:8	(d) none of the above	
Q7. Which one of the following encoding formats of a digital image is add-one-out:				
(a) BMP	(b) RLE	(c) JPEG	(d) TIFF	
Q8. Sound level is me	asured in: (a) db (b) KB	(c) KBPS	(d) none of these	
Q9. Which of the follow	owing is /are not authoring tools?			
(a) Card & page based	l(b) icon based	(c) objected oriented	d tools (d) none of these	
Q10. Which of the following	lowing is not a multimedia docume	nt?		
(a) Alpha.bmp	(b) soya.Doc	(c) jj23.jpg	(d) class.exe	
Q11. In multimedia ap	pplication digital audio is stored in t	he format		
	(b) WAV	(c) TIFF	(d) BMP	
Q12. A display of volu	ame model that shows all of its calle	ed a:		
(a) 3-D model	(b) surface model	(c) wire-frame	(d) soiled model	
Q13. Which of the foll	lowing is not directly linked with m	ultimedia?		
(a) Advertising	(b) games development (c) C	BT(computer based te	aching)(d) accounting	
Q14. Which of the following	lowing is not a voice file?			
(a) acc	(b) .nid	(c) .voc	(d) .riff	
Q15. A multimedia Po	C gets booted through its:			
(a) ROM	(b) RAM	(c) cache	(d) CD-ROM	
Q16. Which of the foll	lowing attributes is important for pr	esenting text in a mult	rimedia document?	
	(b) character format	(c) color	(d) all of the above	
Q17 which of the following is not an animation file format?				
(a) .dir	(b) .xls	(c) .max	(d) .der	
Q18. AVI works only	on:			
(a) Mac, Win	(b) Sun	(c) Win	(d) all of the above	
Q19. Which of the following is not an input device for graphics displays?				
(a) Trackball	(b) Touch screen	(c) Monitors	(d) Graphics Tablet	
Q20. The format for storing conversation between two persons in a multimedia system is:				

(a) MIDI	(b) WAV	(c) JPEG	(d) BCD		
Q21. For user interac	tion, which one is not an event driver	n device?			
(a) Light pen	(b) Joystick	(c) Keyboard	(d) switches		
Q22. Point size is a te	erm used in:				
(a) Lettering	(b) Typography	(c) Animation	(d) Drafting		
Q23. Dragging in cor	nputer graphics can be achieved throu	ugh:			
(a) Scaling	(b) mirror reflection	(c) shearing	(d) translation		
_	screen can be achieved by:				
(a) Translation and back scaling (b) only translation					
(c) Scaling, Translation and back scaling (d) none of the above					
-	tion about Y-axis will move a vector a	_			
(a) XZ plane	(b) XY plane	(c) YZ plane	(d) Z axis		
	llowing are transformations?				
(a) Translation	(b) rotation	(c) scaling	(d) all of the above		
-	nsformation is formed by				
(a) Translation (b) Translation and scaling (c) Translation, Scaling and translation (d) rotation					
_	orizon technique is used for:		(4)		
· · ·	tion (b) hidden surface removal	(c) polygon clipping	(d) zooming		
Q29. Graphics softwa		(G) P.O.T.I. ( ) 0 (1 )	(D) 11 C.1		
(A) PHIGS	(B) GKS	(C) BOTH (a) & (b)	(D) None of these		
Q30. The uniform sca	9	(0) 1 1 1	(D) M (C.1		
• •	(B) $sx=1 \& sy=1$	(C) A and B	(D) None of these		
	per pixel are generally required for tr		(D) 01.4		
(A) 32 bits	(B) 24 bits	(C) 16 bits	(D) 8 bits		
	lays have one of the following advant	_	(D) A11.1 1		
` '	(B) reduced volume	(C) better display	(D) All the above		
Q33. Lookup table co		(C) 256 antri a	(D) None		
(A) 1000 entries	(B) 255 entries	(C) 256 entries	(D) None		
_	ner can be used for storing.	(C) mistures (D) A	11 41		
	(B) Engineering drawing	(C) pictures (D) A	ll the above		
-	llowing isn't a color model?	(C) CMVVVV	(D) DCD		
(A) CTE Q36. Data mining con	(B) xyz	(C) CMYKW	(D) RGB.		
(A) Extraction of data		(C) Arranging the dat	o (D) All the above		
Q37. Shadow mask n	· / •	(C) Arranging the dat	a (D) All the above		
-	itor (B) Random scan monitor	(C) Both A & B	(D) None of these		
		· '	(D) None of these		
Q38. It a line is drawn by using DDA, brightness will be uniform only in case of.  (A) Horizontal lines (B) vertical lines (C) Inclined line- with so lope (D) All the above					
Q39. Image aspect Ra	` '	emica mie wim so iop	c (D) in the above		
(A) 4:3	(B) 1:1	(C) 3:4	(D) none of these		
Q40. More efficient method for scan converting a line is:					
(A) DDA	(B) Direct use of a line equation	(C) Bresenham's	(D) None		
(,	(= , = neet tot of a mic equation	(0) 2100000000000000000000000000000000000	(-) - (5110		

## **DESCRIPTIVE PART II**

## Attempt any four questions out of six. Each Question carries 7.5 marks.

- Q1. Describe the generalized Bresenham's line Drawing algorithm in detail. Give example.
- Q2. (a) Discuss the mid-point ellipse drawing algorithm in detail.
  - (b) How is an orthographic projection different from axonometric projection?
- Q3. (a). Distinguish between windowport and viewport.
  - (b). Discuss the merits and demerits of various clipping algorithm.
- Q4. (a). How can a digital image be captured? List out four file formats to store digital image.
  - (b). Discuss the HSV color model.

- Q5. (a). Define 'Flickering'. What it its solution? (b). Define 'Bit Depth'.
- (b). Delineate the various application areas of Computer Graphics.

  Q6. Write shorts notes on the following:(a). Shadow mask (b). Image Processing.