

T.Y.B.Sc.C.S.Sem V
Game Programming sample QP

- 1) _____ are used to scale, translate, rotate, reflect and shear shapes and objects.
 - A) Coordinates
 - B) Transformations
 - C) Vectors
 - D) Matrices

- 2) Cartesian coordinates provide a _____ relationship between number and shape.
 - A) One-to one
 - B) One- to- many
 - C) Many-to-one
 - D) Many-to-many

- 3) Shape scaling is achieved by _____ coordinates.
 - A) Adding
 - B) Dividing
 - C) Multiplying
 - D) Subtracting

- 4) Homogeneous coordinates define a point in a plane using _____ coordinates instead of two.
 - A) Four
 - B) Five
 - C) Three
 - D) Six

- 5) A _____ is a specialized electronic circuit designed to rapidly manipulate and alter memory to accelerate the creation of images in a frame buffer.
 - A) GPU
 - B) CPU
 - C) DirectX
 - D) OpenGL

- 6) The combination of GPU and _____ can deliver the best value of system performance, price, and power.
 - A) Direct3D
 - B) DirectX
 - C) CPU
 - D) Hard disk

- 7) GPU is called special purpose processors whereas CPU is called _____ purpose processors.
 - A) Good
 - B) General
 - C) Average

D) Main

8) In back-face detection if the calculated angle is _____ than 90° then the polygon is visible.

A) Greater

B) Less

C) Equal to and less

D) Equal to and greater

9) While programming DirectX with C++ all the details of COM are _____ to us.

A) Hidden

B) Visible

C) Partially visible

D) Invisible

10) Each element in a texture stores a _____ of a pixel.

A) Size

B) Data

C) Color

D) Location

11) _____ is anti-aliasing technique used in DirectX.

A) Aliasing

B) Multisampling

C) Depth Buffering

D) Resource view

12) _____ rule relates to the side length and the angles of a triangle.

A) Cosine

B) Tan

C) Cot

D) Sine

13) _____ refers to a complete sequence of steps necessary to produce a 2D image based on what the virtual camera sees.

A) Sampling

B) Depth buffering

C) Rendering pipeline

D) Texturing

14) Which of the following is not a part of rendering pipeline.

A) Tessellation stage

B) Vertex shader stage

- C) Output merger stage
- D) Texturing

15) The range parameter is used for localizing a _____ to a particular area.

- A) Light
- B) Point
- C) Vertex
- D) Texture

16) _____, uses polynomials to create a curve segment.

- A) Bézier curve
- B) Recursive B'zier curve
- C) B-splines
- D) Linear interpolation

17) _____ offers authenticity to the model and can be styled to fit the requirements of the task.

- A) Depth mapper
- B) Texture map
- C) HMD
- D) Modeling

18) _____ is an unbiased 3D rendering programming that permits rendering light sources independently for finish adaptability in after creation.

- A) Arnold
- B) Clarisse
- C) Arnold
- D) Arion

19) _____ is a 3D rendering software appropriate for creators who require constant outcomes in photorealistic quality at sensible cost.

- A) Keyshot
- B) Arnold
- C) Artlantis
- D) Iray

20) The input assembler stage in rendering pipeline reads _____ data like vertices and indices from memory and uses it to gather geometric primitives like triangles, lines.

- A) Functional
- B) Spatial

- C) Geometric
- D) Additional

21) Unity's _____ system based on Animation clips that contains the change in object position, rotation and other properties over time.

- A) Navigation
- B) Animation
- C) Graphics
- D) Publishing

22) _____ allows anyone to access mobile VR solutions with Android and iOS smart phones.

- A) Google Cardboard
- B) Google Daydream
- C) HMD
- D) Vuforia

23) The _____ function contains the code which handles the frame update for the GameObject.

- A) Start()
- B) Update()
- C) Stop()
- D) Create()

24) _____ is a layout controller and it controls the size of its own layout element.

- A) Aspect ratio fitter
- B) Content Size Fitter
- C) Auto layout
- D) Pivot

25) _____ is a blend of virtual reality and augmented reality.

- A) Mixed Reality
- B) Virtual Reality
- C) Augmented Reality
- D) Rendering