

## USCS507 GP Sample Questions

1) AR Stands for \_\_\_\_\_

- A) Another reality
- B) All reality
- C) Augmented Reality
- D) Apex reality

2) The application combines its own environment with the user's real-world environment and allows them to interact with each other \_\_\_\_\_

- A) Augmented Reality
- B) Virtual reality
- C) Mixed Reality
- D) Extended reality

3) Highly parallelized matrix operations are performed by\_\_\_\_\_

- A) CPU
- B) GPU
- C) VGA
- D) Chipset

4) HMDs stand for \_\_\_\_\_

- A) Head Mounted Display
- B) Head Model Display
- C) Head Module Display
- D) Head Message Display

5) What is the most important component of Unity?

- A) Toolbar
- B) Hierarchy
- C) Scene view
- D) Transform

6. Roll is the angle of rotation about the \_\_\_\_.

- A. z-axis
- B. y-axis
- C. x-axis
- D. no-axis

7. Select the transformation equation for Scaling.

- A.  $x' = x \cdot s_x, y' = y \cdot s_y$
- B.  $x' = x + s_x, y' = y + s_y$
- C.  $x' = -x, y' = y$

D.  $x' = x + y \tan \beta$ ,  $y' = y$

8. \_\_\_\_\_ stores the vertex co-ordinates of objects.

A. Image buffer

B. Depth buffer

C. Vertex buffer

D. Stencil buffer

9. Select the correct difference between CPU and GPU.

A. CPU has thousands of ALUs whereas GPUs have only 4-8.

B. CPU handles complex tasks whereas GPU handles low level tasks.

C. GPU has a larger instruction set than CPU.

D. CPU executes more instructions per clock cycle than GPU.

10. A vector created by assuming that the co-ordinate point P is the vector's head and the origin is its tail, is called \_\_\_\_\_.

A. position vector

B. unit vector

C. cartesian vector

D. normalised vector

11. \_\_\_\_\_ is the technology that allows DirectX to be programming language independent & have backward compatibility.

- A. Computer object model
- B. Composite object model
- C. Component object model
- D. Compiler object model

12. \_\_\_\_\_ formats are used to reserve memory & then specify how to reinterpret the data at a later time when the texture is bound to the pipeline.

- A. TYPE
- B. SINT
- C. UNORM
- D. TYPELESS

13. The possible depth values range from 0.0 to 1.0, where 0.0 denotes the \_\_\_\_\_ an object can be to the viewer.

- A. visible
- B. farthest
- C. closest
- D. invisible

14. Diffuse Directional Lighting Lambards formula is \_\_\_\_\_.

A.  $F(\text{Theta}) = \max(L, n, 0)$

B.  $F(\text{Theta}) = \min(L, n, 0)$

C.  $F(\alpha) = \max(L, n, 0)$

D.  $F(\beta) = \min(L, n, 0)$

15. One use for 2D textures is to store \_\_\_\_\_.

A. 2D data

B. 2D coordinate data

C. 2D object data

D. 2D image data