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Computer Graphics MCQ Questions

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We have listed below the best **Computer Graphics MCQ Questions,** that are very helpful for the preparation of Computer Graphics Exams/UGC NET Exam/Interview. This **Computer Graphics MCQ Test** contains 25 best multiple-choice questions. You have to select the right answer to every question. You can also download here the **Computer Graphics MCQ PDF**.

Q1. Computer Graphics Was First Used By

- **A. William Fetter In 1960**
- **B.** James Fetter In 1969
- **C.** James Gosling In 1991
- **D.** John Taylor In 1980

Q2. Personal Computer Become Powerful During The Late

- **A.** 1950
- **B.** 1960
- **C. 1970**
- **D.** 1980

Q3. Three Dimensional Computer Graphics Become Effective In The Late

- **A.** 1950
- **B. 1980**
- **C.** 1960
- **D.** 1970

Q4. Which Environment Has Been One Of The Most Accepted Tool For Computer Graphics In Business And Graphics Design Studios

- **A. Macintosh**

- **B.** Quake
- **C.** Graphics
- **D.** Multimedia

Q5. Three Dimensional Graphics Become Popular In Games Designing , Multimedia And Animation During The Late

- **A.** 1960
- **B.** 1970
- **C.** 1980
- **D. 1990**

Q6. The Quake , One Of The First Fully 3D Games Was Released In Year

- **A.** 1976
- **B.** 1986
- **C. 1996**
- **D.** 1995

Q7. Types Of Computer Graphics Are

- **A.** Scalar And Raster
- **B. Vector And Raster**
- **C.** Vector And Scalar
- **D.** None Of These

Q8. Vector Graphics Is Composed Of

- **A. Paths**
- **B.** Pixels
- **C.** Palette
- **D.** None Of These

Q9. Raster Graphics Are Composed Of

- **A.** Paths
- **B.** Palette
- **C. Pixels**
- **D.** None Of These

Q10. Raster Images Are More Commonly Called

- **A.** Pix Map
- **B. Bitmap**
- **C.** Both A & B
- **D.** None Of These

Q11. Pixel Can Be Arranged In A Regular

- **A.** One Dimensional Grid
- **B. Two Dimensional Grid**
- **C.** Three Dimensional Grid
- **D.** None Of These

Q12. The Brightness Of Each Pixel Is

- **A.** Compatible
- **B. Incompatible**
- **C.** Both A & B
- **D.** None Of These

Q13. Each Pixel Has _____basic Color Components

- **A.** Two Or Three
- **B.** One Or Two
- **C. Three Or Four**
- **D.** None Of These

Q14. The Quantity Of An Image Depend On

- **A. No. Of Pixel Used By Image**
- **B.** No. Of Line Used By Image
- **C.** No. Of Resolution Used By Image

- **D.** None

Q15. Higher The Number 0f Pixels,_____ The Image Quality

- **A.** Bad
- **B. Better**
- **C.** Smaller
- **D.** None Of Above

Q16. A Palette Can Be Defined As A Finite Set Of Colors For Managing The

- **A.** Analog Images
- **B. Digital Images**
- **C.** Both A & B
- **D.** None Of These

Q17. Display Card Is Used For The Purpose Of

- **A.** Sending Graphics Data To Input Unit
- **B. Sending Graphics Data To Output Unit**
- **C.** Receiving Graphics Data From Output Unit
- **D.** None Of These

Q18. Which one is not a type of basic fill styles?

- **A.** solid color
- **B.** Hollow
- **C.** Pattern
- **D. Dark**

Q19. The operator that is used for combining a fill pattern with a background pattern is

- **A.** OR operator
- **B.** AND operator
- **C.** X-OR operator
- **D. All of the above**

Q20. The choice between a bundled attribute or an unbundled attribute is made by

- **A.** Index table
- **B.** Setting bundle table
- **C. Setting switch**
- **D.** None of these

Q21. GUI stands for

- **A. Graphical user interface**
- **B.** Graphical user interaction
- **C.** Graphics uniform interaction
- **D.** None of above

Q22. Which algorithm is a faster method for calculating pixel positions?

- **A. DDA line algorithm**
- **B.** Mid-point algorithm
- **C.** Parallel line algorithm
- **D.** Bresenham's line algorithm

Q23. Presentation graphics is used to ....

- **A.** Create animation
- **B.** Create computer-aided designs
- **C. produce high-quality graphs**
- **D.** All of the Above

Q24. .... is not a line-type.

- **A. Dark line**
- **B.** Dotted line
- **C.** Dashed line
- **D.** None of above

Q25. The algorithm which displays line-type attributes by plotting pixel spans is ....

- **A.** Raster scan algorithm
- **B. Raster line algorithm**
- **C.** Random line algorithm
- **D.** Random scan algorithm

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