

Unit 9 - Week 7: Scan Conversion

Course outline
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Assignment 7

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Due on 2020-11-04, 23:59 IST.

1) In the fifth stage of graphics pipeline, we map the discrete pixels into continuous form to render them on the device-screen. 1 point

- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
b. False

2) In CG, a region (fill area) is defined broadly in two ways: 1 point

- a. pixel level and geometric
 b. pixel level and voxel level
 c. pixel level and screen level
 d. voxel level and screen level

No, the answer is incorrect.
Score: 0

Accepted Answers:
a. pixel level and geometric

3) Font is rendered broadly in two ways: one is "bitmapped" and another is "_____". 1 point

- a. JPEG
 b. PNG
 c. outlined
 d. vectored

No, the answer is incorrect.
Score: 0

Accepted Answers:
c. outlined

4) In midpoint algorithm we divide a circle into _____ quadrants. 1 point

- a. two
 b. four
 c. eight
 d. sixteen

No, the answer is incorrect.
Score: 0

Accepted Answers:
c. eight

5) In Bresenham's algorithm we choose pixels at each step depending on the _____. 1 point

- a. sign of decision parameter
 b. magnitude of the decision parameter

No, the answer is incorrect.
Score: 0

Accepted Answers:
a. sign of decision parameter

6) In super sampling each pixel is assumed to consist of a grid of sub-pixels. 1 point

- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
a. True

7) Bresenham's line drawing algorithm completely eliminates floating point operations. 1 point

- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
a. True

8) The distortion that occurs to the original object shapes due to scan conversion is known as _____. (Fill in the blanks)

Hint

No, the answer is incorrect.
Score: 0

Accepted Answers:
(Type: String) aliasing

1 point

9) The DDA line drawing algorithm completely eliminates floating point operations. 1 point

- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
b. False

10) Gupta-Sproull algorithm is a post-filtering technique for anti-aliased line drawing. (T/F) 1 point

- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
b. False