

1	<p>SIMD Stands for</p> <ul style="list-style-type: none"> <li>a. Single Induction Multiple Data</li> <li>b. Single Instruction Multiple Data</li> <li>c. Simple Instruction Multiple Data</li> <li>d. Single Instruction Maximum Data</li> </ul>
2	<p>To reduce the memory footprint indices are used</p> <ul style="list-style-type: none"> <li>a. Index Binding</li> <li>b. Indices Bound</li> <li>c. Instruction Binding</li> <li>d. Index Buffers</li> </ul>
3	<p>What encapsulates two or more buffers that are used for rendering and display</p> <ul style="list-style-type: none"> <li>a. Simple Chain</li> <li>b. Swap Chain</li> <li>c. Swap Commons</li> <li>d. Single Chain</li> </ul>
4	<p>Collection of vertices one needs to Buffer</p> <ul style="list-style-type: none"> <li>a. Visual Buffes</li> <li>b. Vertex Buffers</li> <li>c. View Buffer</li> <li>d. ViewPort Buffers</li> </ul>
5	<p>HLSL program to transform vertices from world to projected space</p> <ul style="list-style-type: none"> <li>a. View Shaders</li> <li>b. Vertex Sharper</li> <li>c. Vertex Shaders</li> <li>d. Value Shaders</li> </ul>
6	<p>Each Vertex is transformed in "Screen Space" and processed</p> <ul style="list-style-type: none"> <li>a. Simply</li> <li>b. In group</li> <li>c. Dependently</li> <li>d. Independently</li> </ul>
7	<p>This function returns what ? lookAt(vec3 eye,vec3 look,vec3 up)</p> <ul style="list-style-type: none"> <li>a. mat5</li> <li>b. mat4</li> <li>c. mat2</li> <li>d. mat3</li> </ul>
8	<p>Primitives are rasterized into</p> <ul style="list-style-type: none"> <li>a. Pixels</li> <li>b. Fragments</li> <li>c. Chunks</li> <li>d. Pixel Fragments</li> </ul>
9	<p>Human vision uses how many dimensions ?</p> <ul style="list-style-type: none"> <li>a. 1D</li> <li>b. 2D</li> <li>c. 3D</li> <li>d. 4D</li> </ul>
10	<p>Fragments are blended into frame buffer at their pixel location</p> <ul style="list-style-type: none"> <li>a. Z Buffer determines visibility</li> </ul>

	<ul style="list-style-type: none"><li>b. X Buffer determines visibility</li><li>c. Y Buffer determines visibility</li><li>d. Z Buffer determines visibility</li></ul>
--	---

UNIT 1

## UNIT 2

1	<p>Diffuse Directional Lighting Lambards formula</p> <ol style="list-style-type: none"> <li><math>F(\Theta) = \max(L, n, 0)</math></li> <li><math>F(\Theta) = \min(L, n, 0)</math></li> <li><math>F(\alpha) = \max(L, n, 0)</math></li> <li><math>F(\beta) = \min(L, n, 0)</math></li> </ol>
2	<p>A Bezeir curve is a line or path used to create</p> <ol style="list-style-type: none"> <li>simple graphics</li> <li>vector graphics</li> <li>complex graphics</li> <li>line graphics</li> </ol>
3	<p>In B-spline Curve the maximum order of the curve is equal to the number of</p> <ol style="list-style-type: none"> <li>liness of defining polygon</li> <li>vertices of defining polygon</li> <li>size of defining polygon</li> <li>shape of defining polygon</li> </ol>
4	<p>Linear interpolation is a method of</p> <ol style="list-style-type: none"> <li>Line Fitting</li> <li>Point Fitting</li> <li>Polygon Fitting</li> <li>Curve fitting</li> </ol>
5	<p>Linear interpolation is a method uses</p> <ol style="list-style-type: none"> <li>polynomial</li> <li>linear polynomials</li> <li>external polynomial</li> <li>matrix</li> </ol>
6	<p>The output-merger (OM) stage generates the final rendered pixel color using a combination of _____</p> <ol style="list-style-type: none"> <li>pipeline state</li> <li>render</li> <li>pixels</li> <li>vectors</li> </ol>
7	<p>Texture mapping originally referred to _____</p> <ol style="list-style-type: none"> <li>diffuse mapping</li> <li>light mapping</li> <li>line mapping</li> <li>object mapping</li> </ol>
8	<p>The pixel-shader stage (PS) enables rich shading techniques such as _____ and post-processing</p> <ol style="list-style-type: none"> <li>pixel</li> <li>per-pixel lighting</li> <li>lighting</li> <li>vectors</li> </ol>
9	<p>The compute shader technology is also known as the _____ technology</p> <ol style="list-style-type: none"> <li>DirectX</li> <li>GPU</li> <li>DirectCompute</li> <li>Shading</li> </ol>

10	Area of circle = a. $2\pi r$ b. $\pi r^2$ c. $\pi r^3$ d. $\pi r$
----	---

### UNIT 3

1	Which language is used by Unity for scripting ? a. C b. C++ c. C@ d. C#
2	AR Stands for a. Another reality b. All reality c. Augmented Reality d. Apex reality
3	VR Stands for a. View Reality b. Virtual reality c. Venus reality d. Vector rendering
4	Apply distance to objects in the physical world to rendered 3D content, which achieves a realistic blending of physical and virtual objects a. Occlusion b. AR c. VR d. Distancing
5	Unity helps to simulate physics in Project to ensure that the objects correctly accelerate and respond to collisions and _____ a. Images b. space c. color d. gravity
6	Graphic objects in 2D are known as _____ a. Model b. Sprites c. Player d. character
7	"In _____ mode, the sorting distance of a Renderer is the direct distance of the Renderer from the Camera's position" a. Perspective b. Orthographic c. 2D d. 3D
8	By default, a Sprite's Sort Point is set to its _____

	<ul style="list-style-type: none"><li>a. end</li><li>b. Center</li><li>c. start</li><li>d. midpoint</li></ul>
9	<p>A render pipeline performs a series of operations that take the contents of a _____</p> <ul style="list-style-type: none"><li>a. Images</li><li>b. Scene</li><li>c. surface</li><li>d. light</li></ul>
10	<p>The application combines its own environment with the user's real-world environment and allows them to interact with each other</p> <ul style="list-style-type: none"><li>a. Augmented Reality</li><li>b. Virtual reality</li><li>c. reality</li><li>d. Mixed Reality</li></ul>