

## Sample Questions

class:tycs

sub: Game Programming

sem:5

sr no	Question	A	b	c	D	Answer
1	The Cartesian xy-plane provides a mechanism for_____	Scale pairs of related variables into a graphical format	Rotate pairs of related variables into a graphical format	Reflect pairs of related variables into a graphical format	translating pairs of related variables into a graphical format	translating pairs of related variables into a graphical format
2	If $u \cdot v > 0$	then the angle $\theta$ between the two vectors is less than 90 degrees (i.e., the vectors make an acute angle).	the angle $\theta$ between the two vectors is greater than 90 degrees (i.e., the vectors make an obtuse angle).	then $u \perp v$ (i.e., the vectors are orthogonal).	None of the above	then the angle $\theta$ between the two vectors is less than 90 degrees (i.e., the vectors make an acute angle).
3	Which is not a type of Transformation	Notation	translation	scaling	shearing	notation
4	The transformation that is used to alter the size of an object is	Scaling	Rotation	Translation	Reflection	Scaling
5	A _____ is a unit vector that illustrate the direction a polygon is facing.	Face normal	Vertex normal	Surface normal	Normal	Face normal

6	What does Open GLSL stand for?	Graphical Library of Shadow Languages	Geographic Library of Structural Library	Graphical Leader of Shading Library	Graphics Library Shader Language	Graphics Library Shader Language
7	What is the full form of NDC?	Normalized Direct Coordinates	Normalized Device Coordinates	Normal DirectX Container	Non-matrix Device Coordinates	Normalized Device Coordinates
8	Non-Rigid object in Unity?	Deformable	Breakable	Both	None	Both
9	Use of Asset Bundles in Unity?	Uploading	Downloading	Editing	Deleting	Uploading
10	Game is Collection of screen?	1 to many	1 to 1	Many to many	All of above	1 to many
11	Game object come to life via components includes?	Camera	Audio	Scripts	All of above	All of above
12	Position of the objects can't be change directly from	Transform	Assets	Vectors	Axes	Transform
13	The allows users to modify numeric values (such as position, rotation and scale), drag and drop references of scene objects.	Render panel	Inspection Panel	Scripts	None	Inspection Panel
14	_____makes the scene render all pixels without illumination	Highly lighting	Deferred Lighting	Flame attribute	None	Deferred Lighting
15	Which packages we have to import in a simple unity project?	Particles	Water	Skyboxes	All of above	All of above

16	A 8 bit _____ buffer is always attached to a depth buffer.	Double	Translation	Stencil	Back	Stencil
17	Position of the objects can't be changed directly from _____	Transform	Assets	Vectors	Axes	Transform
18	The _____ shows the current scene structure.	Scripts	Hierarchy panel	Inspection Panel	None	Hierarchy panel
19	_____ should be normalized when used to move an object.	Pixel	Vector	Texture	Transform	Vector
20	The "overdrawn" mode helps the user to profile the number of pixels being rendered in the _____	Different area	Current section	Whole project	Same area	Same area
21	Capabilities of unity.	game quality	Physics	2D 3D support	All	All
22	If light hits on a rough surface, then the ray of the light scatters in different random directions and it is called a _____.	Ambient lighting	Spot lighting	Diffuse lighting	Specular lighting	Diffuse lighting
23	_____ allow game objects to act under the control of Physics Engine	Animation	Rigid Body	script	Controller	Rigid Body
24	_____ represents the smallest unit of a texture	Texel	pixel	bit	none of these	Texel

25	_____runs application-specified shader code with vertices as input and the ability to generate vertices on output.	Input-Assembler Stage	The geometry-shader (GS)	Vertex Shader Stage	Rasterizer Stage	The geometry-shader (GS)
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