Sample Questions

class:tycs

sub: Game Programming

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

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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 Coordina tes	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
	Game is Collection of				All of	
10	screen?	1 to many	1 to 1	Many to many	above	1 to many
	Game object come to life		U _X	Scripts	All of	
11	via components includes?	Camera	Audio	Scripts	above	All of above
12	Postion of the objects can't be change directly from	Transform	Assets	Vectors	Axes	Transform
	The allows users to modify numeric values (such as position, rotation and scale), drag and drop					
13	references of scene objects.	Render panel	Inspection Panel	Scripts	None	Inspection Panel
	makes the			Flames at the c		
111	scene render all pixels	Lliably liabtina	Deferred Lighting	Flame attribute	None	Deferred Lighting
14	without illumination Which packages we have to	migniy lignting	Deferred Lighting		None	Deferred Lighting
	import in a simple unity				All of	
15	project?	Particles	Water	Skyboxes	above	All of above
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A 8 bit buffer is					
always attached to a depth	Double	Translation	Stencil		Stencil
buffer.				Back	
Postion of the objects					
can't be change directly	Transform	Assets	Vectors	Axes	Transform
from					
The					
	Coninto	I li a wa wa huu ma ma l	Imama atian Danal		I liama waha a wa a a l
shows the current	Scripts	Hierarchy panei	Inspection Paner		Hierarchy panel
scene structure.				None	
should be				Transfor	
normalized when used to		Vector	Texture		Vector
-	Pixel			1111	
The "overdrawn" mode					
helps the user to profile the	Different area	Current section	Whole project	Same	Same area
number of pixels being	Different area	Carrent Section	Willow project	area	Same area
rendered in the		Ux			
Capabilities of unity.	game quality	Physics	2D 3D support	All	All
,	- ,	,			
If light hits on rough			0.		
			* // .		
•					
•	Ambiant			Cnocula	
		Coot lighting	Diffuso liabtina	1 -	Diffuse lighting
	ııgııtılıg	Shor likinglik	וויטן וואַוויטן וויטן	i ligitulig	Diffuse lighting
	Animation			Controlle	
· ·	Allillation	Rigid Rody	scrint	r	Rigid Body
Control of Frigures Eliginic		Ingla boay	στιρι	'	Ingla body
represents the smallest				none of	
unit of a texture	Texel	pixel	bit		Texel
	always attached to a depth ouffer. Postion of the objects can't be change directly from The shows the current scene structureshould be normalized when used to move an object. The "overdrawn" mode nelps the user to profile the number of pixels being rendered in the Capabilities of unity. If light hits on rough surface, then the ray of the ight scatter in different random directions and it is called a allow game objects to act under the control of Physics Engine	Always attached to a depth ouffer. Postion of the objects can't be change directly from The Shows the current scene structure. Should be normalized when used to move an object. The "overdrawn" mode nelps the user to profile the number of pixels being rendered in the Capabilities of unity. If light hits on rough surface, then the ray of the ight scatter in different andom directions and it is called a allow game objects to act under the control of Physics Engine The Double Double Double and strain and place of the specific place of the sound of the strain and place of the strain and pl	Assets Transform Translation Translation	Assets Vectors Transform Assets Vectors Transform Assets Vectors Transform Assets Vectors Transform The Shows the current section object. The "overdrawn" mode nelps the user to profile the number of pixels being sendered in the Capabilities of unity. Tight hits on rough surface, then the ray of the light scatter in different andom directions and it is called a allow game objects to act under the control of Physics Engine Transform Assets Vectors Hierarchy panel Inspection Panel Vector Texture Current section Whole project Whole project Physics 2D 3D support Ambient Lighting Spot lighting Diffuse lighting Pigid Body Script	Assets Vectors Axes Transform The Shows the current accene structure. Showld be anormalized when used to anove an object. The "overdrawn" mode an eleps the user to profile the number of pixels being arendered in the Capabilities of unity. If light hits on rough aufface, then the ray of the light scatter in different andom directions and it is called a lighting Spot lighting Diffuse lighting and Diffuse lighting

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		runs					
		application-specified shader					
		code with vertices as input	Input-				
			•	The geometry-	Vertex Shader	Rasterizer	
	25	vertices on output.	Stage	shader (GS)	Stage	Stage	The geometry-shader (GS)

