

You have now completed TMA1 for CIT371: Introduction to Computer Graphics A
You scored a total of 10 out of 10!

END

A paint program used in computer graphics was developed by ____

S

- ☐ IBM
- ☐ Samsung
- ☐ LG
- ☒ Xerox PARC

The following are examples of Graphical elements except ____

S

- ☐ menus
- ☒ icons
- ☐ windows
- ☐ cursors

Hidden surface and shadow algorithms that were pre-cursors to ray tracing was developed by ____

S

- ☐ Cooley
- ☐ Sperry-Rand
- ☐ Pierre Bézier
- ☒ Ivan Sutherland

The technology that allowed **interactive design on a vector** graphics display monitor with a light pen input device is

S

- ☐ Stylus
- ☐ Vector
- ☐ soft touch
- ☒ Sketchpad

The type of computers that became the first **commercial successes** for personal computing during the Middle to

S

- ☐ Machintosh I
- ☐ Toshiba brand
- ☒ Apple I and II
- ☐ HP series

The process of **creation, storage and manipulation** of models and images in computer is referred to as

S

- ☐ computer design
- ☒ computer graphics
- ☐ graphics
- ☐ desktop publishing

The data glove, a precursor to virtual reality, was invented in the Middle to Late '80's at

S

- ☐ MOSCOW
- ☐ CHINA
- ☒ NASA
- ☐ JAPAN

The following are the application areas of graphics except __

S

- ☐ crime re-enactment
- ☐ In battles and their simulation
- ☒ cartoons dragging
- ☐ medical diagnosis

Computer mouse was invented at Xerox PARC by __

S

- ☐ Jerry Canon
- ☐ Thompson kerry
- ☐ ARPANET
- ☒ Doug Englebart

Parametric patch rendering, the z-buffer algorithm, and texture mapping was introduced by____

S

- ☐ Aristotle
- ☒ Ed Catmull
- ☐ Norton
- ☐ Johnbull