

**Module 01: Digital Content**

1. \_\_\_\_\_ refers to the symbols that represent people, events, things, and ideas.

ANSWER: Data  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:04 AM  
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2. Data refers to the symbols that represent people, events, things, and ideas.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:08 AM  
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3. Data becomes \_\_\_\_\_ when it is presented in a format that people can understand and use.

ANSWER: information  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:09 AM  
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4. Data \_\_\_\_\_ refers to the form in which data is stored, processed, and transmitted.

ANSWER: representation  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:10 AM  
DATE MODIFIED: 7/31/2017 11:11 AM

5. Digital data can be \_\_\_\_\_ that have been converted into discrete digits such as 0s and 1s.

- a. text
- b. numbers
- c. graphics, sound, and video

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d. all of the above

ANSWER: d  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:33 AM  
DATE MODIFIED: 7/31/2017 11:34 AM

6. The process of converting information, such as text, numbers, photos, or music, into digital data that can be manipulated by electronic devices is called \_\_\_\_\_.

- a. binary
- b. digitization
- c. representation
- d. none of the above

ANSWER: b  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:34 AM  
DATE MODIFIED: 7/31/2017 11:35 AM

7. A file name extension indicates the file format.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:35 AM  
DATE MODIFIED: 7/31/2017 11:36 AM

8. The 0s and 1s used to represent digital data are referred to as \_\_\_\_\_ digits.

ANSWER: binary  
POINTS: 1  
REFERENCES: DATA REPRESENTATION BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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9. \_\_\_\_\_ data consists of numbers that can be used in arithmetic operations.

- a. Text
- b. Digital
- c. Numeric
- d. Binary

ANSWER: c  
POINTS: 1  
REFERENCES: REPRESENTING NUMBERS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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10. The binary number system has only two digits: 1 and 2.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: REPRESENTING NUMBERS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:39 AM  
DATE MODIFIED: 7/31/2017 11:40 AM

11. The \_\_\_\_\_ number system allows digital devices to represent virtually any number simply by using 0s and 1s.

- a. digital
- b. text
- c. numeric
- d. binary

ANSWER: d  
POINTS: 1  
REFERENCES: REPRESENTING NUMBERS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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12. Character data is composed of letters, symbols, and numerals that are used in calculations.

- a. True
- b. False

ANSWER: False  
POINTS: 1

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REFERENCES: REPRESENTING TEXT  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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13. American Standard Code for Information Interchange (ASCII) requires \_\_\_\_\_ bits for each character.

- a. two
- b. six
- c. seven
- d. ten

ANSWER: c  
POINTS: 1  
REFERENCES: REPRESENTING TEXT  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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14. Unicode uses \_\_\_\_\_ bits and provides codes for 65,000 characters.

- a. seven
- b. eight
- c. ten
- d. sixteen

ANSWER: d  
POINTS: 1  
REFERENCES: REPRESENTING TEXT  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:47 AM  
DATE MODIFIED: 7/31/2017 11:48 AM

15. Plain, unformatted text is sometimes called ASCII text.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: REPRESENTING TEXT  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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16. ASCII text files contain formatting.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: REPRESENTING TEXT  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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17. In a formatted text file, \_\_\_\_\_ signal(s) the beginning and end of a formatting command.

ANSWER: delimiter, delimiters  
POINTS: 1  
REFERENCES: REPRESENTING TEXT  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:51 AM  
DATE MODIFIED: 7/31/2017 11:52 AM

18. All of the data stored and transmitted by digital devices is encoded as bits.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: BITS AND BYTES  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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DATE MODIFIED: 7/31/2017 11:53 AM

19. A group of eight bits is called a \_\_\_\_\_.

- a. byte
- b. megabit
- c. binary
- d. numeric data

ANSWER: a  
POINTS: 1  
REFERENCES: BITS AND BYTES  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False

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20. Transmission speeds are expressed in \_\_\_\_\_, whereas storage space is expressed in \_\_\_\_\_.
- a. bits, bytes
  - b. bytes, bits
  - c. binary, numeric
  - d. none of the above

ANSWER: a  
POINTS: 1  
REFERENCES: BITS AND BYTES  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:55 AM  
DATE MODIFIED: 7/31/2017 11:57 AM

21. Data \_\_\_\_\_ refers to any technique that recodes the data in a file so that it contains fewer bits.

ANSWER: compression  
POINTS: 1  
REFERENCES: COMPRESSION  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:57 AM  
DATE MODIFIED: 7/31/2017 11:58 AM

22. Lossy compression provides a way to compress data and reconstitute it into its original state.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: COMPRESSION  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 11:58 AM  
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23. Lossy compression throws away some of the original data during the compression process.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: COMPRESSION

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QUESTION TYPE: True / False  
HAS VARIABLES: False  
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24. Compressed files often have \_\_\_\_\_ at the end of the file name.

- a. .exe
- b. .zip
- c. .txt
- d. none of the above

ANSWER: b  
POINTS: 1  
REFERENCES: COMPRESSION  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 12:01 PM  
DATE MODIFIED: 7/31/2017 12:02 PM

25. \_\_\_\_\_ is music, speech, and other sounds represented in binary format for use in digital devices.

- a. MIDI (Musical Instrument Digital Interface)
- b. Speech recognition
- c. Speech synthesis
- d. Digital audio

ANSWER: d  
POINTS: 1  
REFERENCES: DIGITAL AUDIO BASICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 12:03 PM  
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26. To digitally record sound, \_\_\_\_\_ of a sound wave is/are collected at periodic intervals and stored as numeric data in an audio file.

ANSWER: samples, sample, sampling  
POINTS: 1  
REFERENCES: DIGITAL AUDIO BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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27. Sampling \_\_\_\_\_ refers to the number of times per second that a sound is measured during the recording process.

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- a. rate
- b. compression
- c. depth
- d. sound

ANSWER: a  
POINTS: 1  
REFERENCES: DIGITAL AUDIO BASICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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28. To conserve space, applications that require high-quality sound use low sampling rates.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: DIGITAL AUDIO BASICS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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29. Regardless of sampling rate, digital audio file size can be reduced using audio compression techniques.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: DIGITAL AUDIO BASICS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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30. Most music for portable media players is stored in \_\_\_\_\_ audio file formats.

- a. uncompressed
- b. compressed
- c. lossless
- d. zipped

ANSWER: b  
POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS

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QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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31. Digital audio is stored in a variety of file formats, including \_\_\_\_\_.

- a. WMA (Windows Media Audio)
- b. WAV
- c. MP3
- d. all of the above

ANSWER: d  
POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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32. Which of the following is NOT a format that is used for digital audio?

- a. MP3
- b. DOC
- c. WAV
- d. Ogg

ANSWER: b  
POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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33. A(n) \_\_\_\_\_ is software that works in conjunction with your computer's browser to manage and play audio that you are accessing from a Web page.

ANSWER: audio plugin  
POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS  
QUESTION TYPE: Completion  
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34. The technical term for ripping music tracks is *digital audio extraction*.

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- a. True  
b. False

ANSWER: True  
POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 12:26 PM  
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35. \_\_\_\_\_ specifies a standard way to store music data for synthesizers and computers.

ANSWER: MIDI  
POINTS: 1  
REFERENCES: MIDI  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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DATE MODIFIED: 7/31/2017 12:28 PM

36. MIDI files are less compact than digital audio files.

- a. True  
b. False

ANSWER: False  
POINTS: 1  
REFERENCES: MIDI  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 7/31/2017 12:28 PM  
DATE MODIFIED: 7/31/2017 12:32 PM

37. One of the main disadvantages of MIDI is that it cannot produce vocals.

- a. True  
b. False

ANSWER: True  
POINTS: 1  
REFERENCES: MIDI  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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38. \_\_\_\_\_ enables people to control software with spoken commands, as well as dictate text into a word processing

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document.

- a. MIDI
- b. Speech synthesis
- c. Speech recognition
- d. Phoneme

ANSWER: c  
 POINTS: 1  
 REFERENCES: DIGITIZED SPEECH  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 8:12 AM  
 DATE MODIFIED: 8/1/2017 8:13 AM

39. \_\_\_\_\_ is the process by which machines produce sound that resembles spoken words.

ANSWER: Speech synthesis  
 POINTS: 1  
 REFERENCES: DIGITIZED SPEECH  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
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 DATE MODIFIED: 8/1/2017 8:14 AM

40. Text-to-speech software analyzes the words in a section of text, finds corresponding phonemes, and combines them into sentences for output.

- a. True
- b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: DIGITIZED SPEECH  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 8:14 AM  
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41. Speech recognition software analyzes the sounds of your voice and converts each word into groups of \_\_\_\_\_.

ANSWER: phonemes, phoneme  
 POINTS: 1  
 REFERENCES: DIGITIZED SPEECH  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
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42. A bitmap graphic is composed of a grid of tiny rectangular cells.

- a. True
- b. False

|                |                  |
|----------------|------------------|
| ANSWER:        | True             |
| POINTS:        | 1                |
| REFERENCES:    | BITMAP BASICS    |
| QUESTION TYPE: | True / False     |
| HAS VARIABLES: | False            |
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43. Digital photographs are stored as bitmap files.

- a. True
- b. False

|                |                  |
|----------------|------------------|
| ANSWER:        | True             |
| POINTS:        | 1                |
| REFERENCES:    | BITMAP BASICS    |
| QUESTION TYPE: | True / False     |
| HAS VARIABLES: | False            |
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44. In a digital camera, a charge-coupled device's (CCD's) \_\_\_\_\_ correspond(s) to pixels.

|                |                       |
|----------------|-----------------------|
| ANSWER:        | photosites, photosite |
| POINTS:        | 1                     |
| REFERENCES:    | BITMAP BASICS         |
| QUESTION TYPE: | Completion            |
| HAS VARIABLES: | False                 |
| DATE CREATED:  | 8/1/2017 8:17 AM      |
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45. Which of the following is NOT a type of bitmap format?

- a. TIFF (Tagged Image File Format)
- b. RAW
- c. PNG (Portable Network Graphics)
- d. ZIP

|                |                  |
|----------------|------------------|
| ANSWER:        | d                |
| POINTS:        | 1                |
| REFERENCES:    | BITMAP BASICS    |
| QUESTION TYPE: | Multiple Choice  |
| HAS VARIABLES: | False            |
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46. Bitmap images are formed by a grid of \_\_\_\_\_.

ANSWER: pixels

POINTS: 1

REFERENCES: BITMAP DATA REPRESENTATION

QUESTION TYPE: Completion

HAS VARIABLES: False

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47. Today's color display devices represent color using the \_\_\_\_\_ color model.

- a. RGB
- b. PNG
- c. BMP
- d. none of the above

ANSWER: a

POINTS: 1

REFERENCES: BITMAP DATA REPRESENTATION

QUESTION TYPE: Multiple Choice

HAS VARIABLES: False

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48. The number of colors available in a graphic is referred to as color \_\_\_\_\_.

- a. depth
- b. range
- c. RGB
- d. PNG

ANSWER: a

POINTS: 1

REFERENCES: BITMAP DATA REPRESENTATION

QUESTION TYPE: Multiple Choice

HAS VARIABLES: False

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49. Eight-bit color depth is also called True Color.

- a. True
- b. False

ANSWER: False

POINTS: 1

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REFERENCES: BITMAP DATA REPRESENTATION  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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50. The dimensions of the grid that forms a bitmap graphic are referred to as image \_\_\_\_\_.

ANSWER: resolution

POINTS: 1

REFERENCES: BITMAP DATA REPRESENTATION  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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51. Bitmap graphics are resolution dependent because each element is a discrete pixel.

- a. True
- b. False

ANSWER: True

POINTS: 1

REFERENCES: BITMAP DATA REPRESENTATION  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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52. An undesirable jagged appearance of a graphics image is referred to as \_\_\_\_\_.

ANSWER: pixelation

POINTS: 1

REFERENCES: BITMAP DATA REPRESENTATION  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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53. Most graphics software uses a process called pixel \_\_\_\_\_ to create new pixels by averaging the colors of nearby pixels.

- a. polarization
- b. interpolation
- c. compression
- d. resolution

ANSWER: b

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POINTS: 1  
REFERENCES: BITMAP DATA REPRESENTATION  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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54. Image \_\_\_\_\_ refers to any technique that recodes the data in an image file so that it contains fewer bits.

ANSWER: compression

POINTS: 1  
REFERENCES: IMAGE COMPRESSION  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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55. TIFF, PNG, and GIF (Graphics Interchange Format) graphics formats offer lossy compression.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: IMAGE COMPRESSION  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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DATE MODIFIED: 8/1/2017 9:38 AM

56. Joint Photographic Experts Group (JPEG) files are compressed using lossy compression.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: IMAGE COMPRESSION  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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57. Lossy compression techniques discard some data from an image to shrink its file size.

- a. True
- b. False

ANSWER: True

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POINTS: 1  
REFERENCES: IMAGE COMPRESSION  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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58. Bitmap graphics are coded as a series of bits. Each bit represents the color of one \_\_\_\_\_.

ANSWER: pixel  
POINTS: 1  
REFERENCES: MODIFYING BITMAP IMAGES  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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59. Image editors provide an image \_\_\_\_\_ that can be used to adjust the brightness values for various ranges of dark, mid-range, or light pixels.

ANSWER: histogram  
POINTS: 1  
REFERENCES: MODIFYING BITMAP IMAGES  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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60. In the context of bitmap graphics editing, what technique employs algorithms that pull pixels from one area of an image and then apply them to another area?

- a. Inpainting
- b. Cloning
- c. Noise reduction
- d. Image enhancement

ANSWER: b  
POINTS: 1  
REFERENCES: MODIFYING BITMAP IMAGES  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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61. A clipping \_\_\_\_\_ essentially cuts an object out of an image and knocks out the background to make it transparent.

ANSWER: path  
POINTS: 1

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REFERENCES: MODIFYING BITMAP IMAGES  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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62. What is the term used to describe altering the pixel colors where the edges of the object and the background meet, so that the object appears to merge with the background?

- a. Alpha blending
- b. Clipping path
- c. Cloning
- d. Inpainting

ANSWER: a  
POINTS: 1  
REFERENCES: MODIFYING BITMAP IMAGES  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
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63. A vector graphic consists of a set of instructions for creating a picture.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: VECTOR GRAPHICS BASICS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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64. Instead of storing the color value for each pixel, a vector graphics file contains instructions that a computer uses to create the shape, size, position, and color for each object in an image.

- a. True
- b. False

ANSWER: True  
POINTS: 1  
REFERENCES: VECTOR GRAPHICS BASICS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
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65. When you change the size of a(n) \_\_\_\_\_ graphic, the objects change proportionally and maintain their smooth edges.

**ANSWER:** vector  
**POINTS:** 1  
**REFERENCES:** VECTOR GRAPHICS BASICS  
**QUESTION TYPE:** Completion  
**HAS VARIABLES:** False  
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66. Vector graphics file size does not depend on the size and complexity of the image.

- a. True
- b. False

**ANSWER:** False  
**POINTS:** 1  
**REFERENCES:** VECTOR GRAPHICS BASICS  
**QUESTION TYPE:** True / False  
**HAS VARIABLES:** False  
**DATE CREATED:** 8/1/2017 9:52 AM  
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67. Which of the following options are well suited for using vector graphics?

- a. Line art
- b. Logos
- c. Diagrams
- d. All of the above

**ANSWER:** d  
**POINTS:** 1  
**REFERENCES:** VECTOR GRAPHICS BASICS  
**QUESTION TYPE:** Multiple Choice  
**HAS VARIABLES:** False  
**DATE CREATED:** 8/1/2017 9:54 AM  
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68. All bitmap graphics are photos.

- a. True
- b. False

**ANSWER:** False  
**POINTS:** 1  
**REFERENCES:** VECTOR GRAPHICS BASICS  
**QUESTION TYPE:** True / False  
**HAS VARIABLES:** False

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69. Which of the following file extensions is NOT a vector graphic?

- a. .svg
- b. .eps
- c. .tif
- d. .ai

ANSWER: c  
POINTS: 1  
REFERENCES: VECTOR GRAPHICS BASICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 9:56 AM  
DATE MODIFIED: 8/1/2017 9:57 AM

70. Both scanners and digital cameras produce vector graphics.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: VECTOR TOOLS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 9:58 AM  
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71. What is another term for vector graphics software?

- a. Drawing software
- b. Photo editing software
- c. Digital compositing
- d. All of the above

ANSWER: a  
POINTS: 1  
REFERENCES: VECTOR TOOLS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 9:59 AM  
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72. A vector graphic can be converted into a bitmap graphic through a process called \_\_\_\_\_.

ANSWER: rasterizing, rasterization

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POINTS: 1  
 REFERENCES: VECTOR TOOLS  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:00 AM  
 DATE MODIFIED: 8/1/2017 10:02 AM

73. After a vector graphic is converted to a bitmap, the resulting graphic no longer has the qualities of a vector graphic.

- a. True
- b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: VECTOR TOOLS  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:02 AM  
 DATE MODIFIED: 8/1/2017 10:03 AM

74. 3D graphics are based on vectors stored as a set of instructions describing the coordinates for lines and shapes in a three-dimensional space. What do these vectors form?

- a. A bitmap graphic
- b. A zipped file
- c. A wireframe
- d. All of the above

ANSWER: c  
 POINTS: 1  
 REFERENCES: 3D GRAPHICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:03 AM  
 DATE MODIFIED: 8/1/2017 10:04 AM

75. The process of covering a wireframe with surface color and texture is called \_\_\_\_\_.

ANSWER: rendering, render  
 POINTS: 1  
 REFERENCES: 3D GRAPHICS  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:05 AM  
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76. Which of the following is the technique for adding light and shadows to a 3D image?

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- a. Rendering
- b. Ray tracing
- c. Wireframe
- d. Rasterize

ANSWER: b  
 POINTS: 1  
 REFERENCES: 3D GRAPHICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:06 AM  
 DATE MODIFIED: 8/1/2017 10:07 AM

77. 3D graphics can be animated.

- a. True
- b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: 3D GRAPHICS  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:07 AM  
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78. Which of the following tools would be found in 3D graphics software?

- a. Rendering tools
- b. Ray tracing tools
- c. Surface texture tools
- d. All of the above

ANSWER: d  
 POINTS: 1  
 REFERENCES: 3D GRAPHICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:09 AM  
 DATE MODIFIED: 8/1/2017 10:10 AM

79. Digital video uses bits to store color and brightness data for each video frame.

- a. True
- b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS

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QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:11 AM  
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80. Analog footage can be digitized using video \_\_\_\_\_ equipment.  
ANSWER: capture  
POINTS: 1  
REFERENCES: DIGITAL VIDEO BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:12 AM  
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81. Digital \_\_\_\_\_ captures moving images as bits, rather than on film.  
ANSWER: cinematography  
POINTS: 1  
REFERENCES: DIGITAL VIDEO BASICS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:13 AM  
DATE MODIFIED: 8/1/2017 10:15 AM

82. Digital video is a core technology for which of the following?

- a. Digital television
- b. Videoconferencing systems
- c. Video messaging
- d. All of the above

ANSWER: d  
POINTS: 1  
REFERENCES: DIGITAL VIDEO BASICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:17 AM  
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83. Which of the following is NOT a factor in the quality of digital video?

- a. Frame rate and resolution
- b. Color and bit depth
- c. Compression technique
- d. Memory technology in your camera

ANSWER: d

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POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:18 AM  
 DATE MODIFIED: 8/1/2017 10:19 AM

84. In digital video, each bitmap image is referred to as a(n) \_\_\_\_\_.

ANSWER: frame  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:19 AM  
 DATE MODIFIED: 8/1/2017 10:20 AM

85. The number of frames that are displayed per second is measured in \_\_\_\_\_.

- a. compression
- b. fps
- c. color depth
- d. bps

ANSWER: b  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:21 AM  
 DATE MODIFIED: 8/1/2017 10:22 AM

86. Digital videos look sharpest when they are displayed at a resolution that is larger than the frame size.

- a. True
- b. False

ANSWER: False  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:22 AM  
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87. Video resolutions can be expressed as width x height.

- a. True

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b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:23 AM  
 DATE MODIFIED: 8/1/2017 10:24 AM

88. Today's widescreen devices, such as laptops and smartphones, are designed for the 16:9 \_\_\_\_\_.

- a. resolution
- b. aspect ratio
- c. frame rate
- d. all of the above

ANSWER: b  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:25 AM  
 DATE MODIFIED: 8/1/2017 10:26 AM

89. When 4:3 videos are displayed in a widescreen player, they are bordered by the black bars of a(n) \_\_\_\_\_.

ANSWER: letterbox  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:27 AM  
 DATE MODIFIED: 8/1/2017 10:27 AM

90. In digital video, as long as the proportion of horizontal and vertical pixels remains the same, the aspect ratio is consistent.

- a. True
- b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:28 AM  
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91. \_\_\_\_\_ is the number of bits that are processed during a specific unit of time, usually during one second.

- a. Bit rate
- b. Bit depth
- c. Color depth
- d. None of the above

ANSWER: a  
 POINTS: 1  
 REFERENCES: DIGITAL VIDEO BASICS  
 QUESTION TYPE: Multiple Choice  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:29 AM  
 DATE MODIFIED: 8/1/2017 10:30 AM

92. Bit rate can be scaled down by reducing the resolution and applying \_\_\_\_\_ techniques.

ANSWER: compression  
 POINTS: 1  
 REFERENCES: VIDEO COMPRESSION  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:31 AM  
 DATE MODIFIED: 8/1/2017 10:32 AM

93. In digital video, a lower resolution reduces the bit rate.

- a. True
- b. False

ANSWER: True  
 POINTS: 1  
 REFERENCES: VIDEO COMPRESSION  
 QUESTION TYPE: True / False  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:32 AM  
 DATE MODIFIED: 8/1/2017 10:33 AM

94. \_\_\_\_\_ compression can be applied to each frame of a video.

ANSWER: Intraframe  
 POINTS: 1  
 REFERENCES: VIDEO COMPRESSION  
 QUESTION TYPE: Completion  
 HAS VARIABLES: False  
 DATE CREATED: 8/1/2017 10:34 AM  
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95. \_\_\_\_\_ compression stores only the pixels that change color from one frame to the next.

ANSWER: Interframe  
POINTS: 1  
REFERENCES: VIDEO COMPRESSION  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:35 AM  
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96. Video compression can be expressed as a compression \_\_\_\_\_.

ANSWER: ratio  
POINTS: 1  
REFERENCES: VIDEO COMPRESSION  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:36 AM  
DATE MODIFIED: 8/1/2017 10:37 AM

97. A(n) \_\_\_\_\_ is the software that compresses a video stream when a video is stored and decompresses the file when the video is played.

- a. compression
- b. codec
- c. bitmap
- d. resolution

ANSWER: b  
POINTS: 1  
REFERENCES: VIDEO COMPRESSION  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:42 AM  
DATE MODIFIED: 8/1/2017 10:46 AM

98. Video files are stored in \_\_\_\_\_ formats that hold the compressed video stream and an audio stream.

ANSWER: container  
POINTS: 1  
REFERENCES: VIDEO FILE FORMATS  
QUESTION TYPE: Completion  
HAS VARIABLES: False  
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99. Which of the following is NOT a type of digital video container file?

- a. MP4

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- b. AVI
- c. VOB (Video Object)
- d. PNG

ANSWER: d  
POINTS: 1  
REFERENCES: VIDEO FILE FORMATS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:50 AM  
DATE MODIFIED: 8/1/2017 10:51 AM

100. Transcoding digital videos does not cause a loss of quality.

- a. True
- b. False

ANSWER: False  
POINTS: 1  
REFERENCES: VIDEO FILE FORMATS  
QUESTION TYPE: True / False  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:51 AM  
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101. A live stream is also called a(n) \_\_\_\_\_.

- a. download
- b. Webcast
- c. on-demand stream
- d. digital audio extraction

ANSWER: b  
POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:56 AM  
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102. A(n) \_\_\_\_\_ stream sends media to a local device where it is stored temporarily, or “buffered,” until there is enough data to begin playback.

- a. download
- b. live
- c. on-demand
- d. delayed

ANSWER: c

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POINTS: 1  
REFERENCES: DIGITAL AUDIO FILE FORMATS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:57 AM  
DATE MODIFIED: 8/1/2017 10:58 AM

103. Image \_\_\_\_\_ creates a panoramic image by combining two or more photographs that have overlapping edges.

- a. stitching
- b. compression
- c. cropping
- d. compositing

ANSWER: a  
POINTS: 1  
REFERENCES: PANORAMIC AND 360 IMAGES  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 10:58 AM  
DATE MODIFIED: 8/1/2017 10:59 AM

104. Manipulating two-dimensional images to produce the illusion of three-dimensional depth is called \_\_\_\_\_.

- a. pairing
- b. stitching
- c. stereoscopy
- d. dimensionization

ANSWER: c  
POINTS: 1  
REFERENCES: STEREOSCOPY  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 11:00 AM  
DATE MODIFIED: 8/1/2017 11:01 AM

105. A(n) \_\_\_\_\_ is a graphic that uses red and blue overlays to create a stereoscopic effect.

- a. stereo pair
- b. anaglyph
- c. VOB
- d. JPEG

ANSWER: b  
POINTS: 1

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REFERENCES: STEREOSCOPY  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 11:02 AM  
DATE MODIFIED: 8/1/2017 11:03 AM

106. Which of the following projections captures a 360-degree image on a horizontal plane?

- a. Rectilinear
- b. Cylindrical
- c. Spherical
- d. Anaglyphic

ANSWER: b  
POINTS: 1  
REFERENCES: PANORAMIC AND 360 IMAGES  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 11:03 AM  
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107. \_\_\_\_\_ adds computer-generated vector objects to a view of the real world.

- a. Augmented reality
- b. Cylindrical projection
- c. Virtual reality
- d. Stereoscopy

ANSWER: a  
POINTS: 1  
REFERENCES: 3D GRAPHICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False  
DATE CREATED: 8/1/2017 11:05 AM  
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108. Pokemon Go is a game that's based on \_\_\_\_\_ technology.

- a. virtual reality
- b. 360 projection
- c. augmented reality
- d. lossless compression

ANSWER: c  
POINTS: 1  
REFERENCES: 3D GRAPHICS  
QUESTION TYPE: Multiple Choice  
HAS VARIABLES: False

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109. When vector animations are used for special effects in movies, the animation sequences are \_\_\_\_\_.
- a. scanned into PNG format
  - b. pre-rendered into digital video clips
  - c. compressed into anaglyphs
  - d. rendered real time

**ANSWER:** b  
**POINTS:** 1  
**REFERENCES:** VECTORS AND VIRTUAL REALITY  
**QUESTION TYPE:** Multiple Choice  
**HAS VARIABLES:** False  
**DATE CREATED:** 8/1/2017 11:11 AM  
**DATE MODIFIED:** 8/1/2017 11:12 AM

110. Many of the graphic sequences in video games require \_\_\_\_\_ to produce a series of bitmap images while the game takes place.
- a. real-time rendering
  - b. delayed buffering
  - c. spherical projection
  - d. motion cropping

**ANSWER:** a  
**POINTS:** 1  
**REFERENCES:** VECTORS AND VIRTUAL REALITY  
**QUESTION TYPE:** Multiple Choice  
**HAS VARIABLES:** False  
**DATE CREATED:** 8/1/2017 11:12 AM  
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