Summative assessment – Answers

### Instructions

These 14 questions will test your understanding of everything that you have covered over the Year 8 Media unit.

* For A, B, C, D answers, **CIRCLE** the correct answer
* If you change your mind about an answer, put a cross through it and circle another letter

**Q1. How would you describe the term ‘bitmap’?**

A. A tiny square of colour

B. An image that doesn’t lose quality when scaled up

C. When an object or image is able to be made bigger or smaller

**D. A detailed image created with pixels**

**Q2. How would you describe the term ‘pixel’?**

**A. A tiny square of colour in a bitmap image**

B. A symbol that is used to represent an organisation or a product

C. When an object or image is able to be made bigger or smaller

D. A detailed image created with pixels

**Q3. How would you describe the term ‘intersection’?**

A. A line or a shape used to create vector graphics

B. An operation used to combine two or more paths to create a single path

C. The border of a shape

**D. An operation used to create a single path from the overlapping portion of two paths**

**Q4. How would you describe a path?**

**A. A line or a shape used to create vector graphics**

B. An operation used to combine two or more paths to create a single path

C. The border of a shape

D. An operation used to create a single path from the overlapping portion of two paths

**Q5. Which of these is a characteristic of a vector graphic?**

A. Used for real photos

B. Made up of pixels

**C. Maintains image quality when scaled**

D. Loses image quality when scaled

**Q6. What has been used to place these shapes/paths in their current position?**



A. Align right sides to page

**B. Distribute horizontally**

C. Centre left edges

D. Centre vertically

**Q7. What does SVG stand for?**

A. Standard Vector Graphic

**B. Scalable Vector Graphic**

C. Simple Vector Graphic

D. Sharable Vector Graphic

**Q8. Which of these is a characteristic of a bitmap graphic?**

**A. Detailed/complex images**

B. Made up of paths

C. Simple images

D. Used for logos, icons, and illustrations

**Q9. To adjust the nodes of a basic shape (rectangle, ellipse, polygon, star), you must:**

A. Adjust the stroke

B. Duplicate the object

C. Add a fill colour

**D. Convert the object to a path**

**Q10. Each individual item added to a vector image is:**

1. **An object**
2. A node
3. A group
4. A shape

**Q11. Objects can be reordered so they appear in front of or behind other objects. This is known as:**

1. x-order
2. Path placement
3. **z-order**
4. Node position

**Q12. To make it easy to work with several objects at the same time, they can be:**

1. Combined
2. **Grouped**
3. Ordered
4. Aligned

**Q13. Every vector graphic path starts and ends with a:**

1. Point
2. Object
3. Vector
4. **Node**

**Q14. The content of an SVG is written as:**

1. **Markup**
2. Bits
3. Vectors
4. Pixels

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