

Començat el	dimecres, 15 de juny 2022, 16:05
Estat	Acabat
Completat el	dimecres, 15 de juny 2022, 16:08
Temps emprat	3 minuts
Punts	5,57/7,00
Qualificació	7,95 sobre 10,00 (80%)

Pregunta **1**

Correcte

Puntuació 1,00 sobre 1,00

According to the paper *Industry use of virtual reality in product design and manufacturing: a survey*, a common goal in VR industry users is packaging, which consists of...

Trieu-ne una:

- ☐ No vull contestar la pregunta
- ☒ evaluating options for user-friendly spatial placement of controls, tools, etc.
- ☐ finding optimal envelops for transporting physical items
- ☐ distributing VR packages to end users
- ☐ arranging items so as to minimize the space to store them



La resposta correcta és: evaluating options for user-friendly spatial placement of controls, tools, etc.

Pregunta **2**

Correcte

Puntuació 1,00 sobre 1,00

Aproximadament a quantes xerrades (seminaris del grup ViRVIG) has assistit (presencial o online)?

[Cast]

Resposta:

1



La resposta correcta és: 1

Pregunta **3**

Correcte

Puntuació 1,00 sobre 1,00

According to the paper *A Survey on Multimodal Medical Data Visualization*, Indirect Volume Rendering (IVR) consists in...

Trieu-ne una:

- ☐ rendering the volume data using multiple levels of opacity
- ☐ No vull contestar la pregunta
- ☒ rendering a triangulated surface extracted from the volume data
- ☐ rendering data from multiple scanners
- ☐ rendering the volume data using deferred shading



La resposta correcta és: rendering a triangulated surface extracted from the volume data

Pregunta **4**

Correcte

Puntuació 1,00 sobre 1,00

The method described in the paper *On-the-Fly Power-Aware Rendering* uses the SSIM metric for measuring...

Trieu-ne una:

- ☐ the per-frame power consumption
- ☐ No vull contestar la pregunta
- ☒ the quality error in the rendered images
- ☐ how balanced are the tasks executed in the different GPU stages
- ☐ the power consumption in the shading stage



La resposta correcta és: the quality error in the rendered images

Pregunta **5**

Correcte

Puntuació 1,00 sobre 1,00

A CAVE is...

Trieu-ne una:

- ☒ a room-size system with projection screens
- ☐ a spherical projection screen
- ☐ No vull contestar la pregunta
- ☐ any immersive VR system
- ☐ a head-mounted display with head tracking



La resposta correcta és: a room-size system with projection screens

Pregunta **6**

Parcialment correcte

Puntuació 0,90 sobre 1,00

A quants seminaris del grup has assistit (de forma presencial o via Gmeet)?

Resposta: ☒

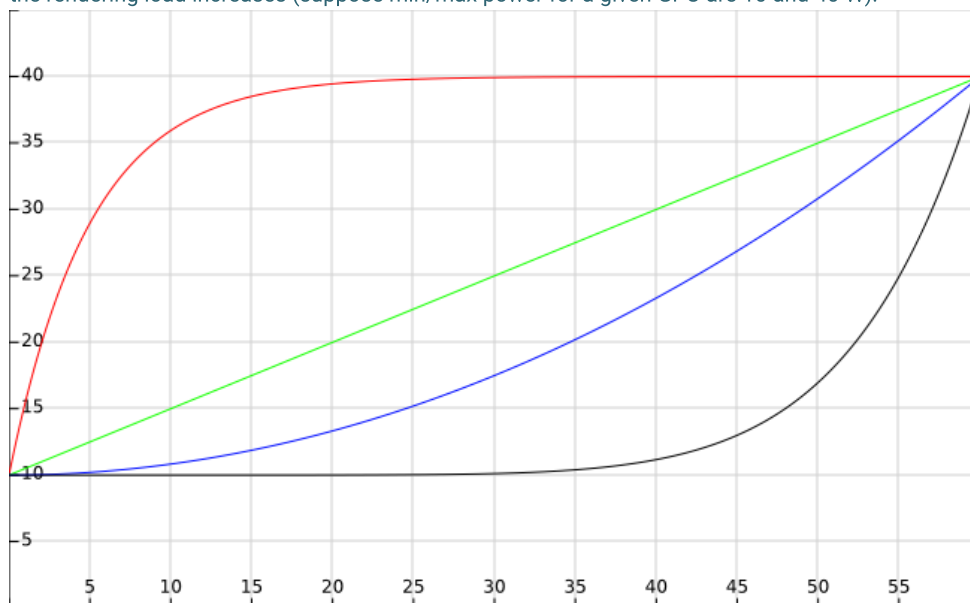
La resposta correcta és: 2

Pregunta **7**

Incorrecte

Puntuació -0,33 sobre 1,00

According to the paper *On-the-Fly Power-Aware Rendering*, select the most plausible function that models the GPU power consumption as the rendering load increases (suppose min/max power for a given GPU are 10 and 40 W):



Trieu-ne una:

- ☒ blue function
- ☐ No vull contestar la pregunta
- ☐ red function
- ☐ black function
- ☐ green function

✗

La resposta correcta és: red function

[← Examen Final Juny 2022](#)

Salta a...