Quiz #1

Instructions

Welcome to your first quiz, Quiz #1! It is worth 10 points. It is open-notes. You have 60 minutes to do it. Good luck!

Attempt History

	Attempt	Time	Score
LATEST	**Attempt 1**	3 minutes	10 out of 10

⚠ Correct answers will be available on Jan 16 at 12:01am.

Score for this quiz: **10** out of 10
Submitted Jan 15 at 3:07pm
This attempt took 3 minutes.

Question 1   1 / 1 pts

In the Shaders class, how many total Bonus Days are you allowed?

- ⦿ 5
- ○ 4
- ○ 2
- ○ 3

Question 2   1 / 1 pts

In the Shaders class, how many Bonus Days can you use on any *one* project?

- ⦿ 2
- ○ 4
- ○ 5
- ○ 3

Question 3   1 / 1 pts

In the Shaders class, what is the minimum number of points you must accumulate

to get an A grade?

- ○ 2048
- ○ 93
- ● 1080
- ○ 1000

Question 4   1 / 1 pts

The discard operator is used:

- ○ In vertex shaders only
- ● In fragment shaders only
- ○ In either vertex or fragment shaders

Question 5   1 / 1 pts

In 1977, George Lucas inadvertently got the whole shader ball rolling with his first *Star Wars* movie called:

- ○ Episode I
- ● Episode IV
- ○ Episode III
- ○ Episode II

Question 6   1 / 1 pts

When George Lucas spun off Pixar, it was bought by:

- ● Steve Jobs
- ○ Jeff Bezos
- ○ Bill Gates
- ○ Warren Buffet

Question 7
1 / 1 pts

The use of 4 numbers to represent a 3D point is called:

○ W coordinates

◉ Homogeneous Coordinates

○ Humungous Coordinates

○ Quad Coordinates

Question 8
1 / 1 pts

One of the best uses for using 4 numbers to represent a 3D point is:

○ Orthographic Projection

◉ Perspective Projection

○ Irrational Bezier Curves

○ Vector Cross Products

Question 9
1 / 1 pts

The *input* point to a vertex shader is named:

◉ gl_Vertex

○ gl_Position

○ gl_Point

○ gl_Coord

Question 10
1 / 1 pts

The *output* point from a vertex shader is named:

○ gl_Point

○ gl_Vertex

○ gl_Coord

◉ gl_Position

Quiz Score: **10** out of 10

○ gl_Point

○ gl_Vertex

○ gl_Coord

◉ gl_Position