# Quiz #2

**Due** Jan 22 at 11:59pm **Points** 10 **Questions** 10 **Available** Jan 20 at 12:01pm - Jan 22 at 11:59pm
**Time Limit** 60 Minutes

# Instructions

**Welcome to Week #2's Quiz!**

## Attempt History

| | Attempt | Time | Score |
|---|---|---|---|
| **LATEST** | Attempt 1 | 7 minutes | 10 out of 10 |

Score for this quiz: **10** out of 10
Submitted Jan 22 at 7:36pm
This attempt took 7 minutes.

### Question 1 — 1 / 1 pts

**The purpose of the GLSL *mix( )* function is to:**

**Correct!**

- (●) Apply a t and (1.-t) blend to 2 quantities
- ( ) Apply a t and t blend to 2 quantities
- ( ) Apply a t and 1. blend to 2 quantities
- ( ) Apply a 1. and (1.-t) blend to 2 quantities

### Question 2 — 1 / 1 pts

**In the *mix( )* function, the two quantities being mixed can be of type:**

- ( ) vec2 only
- ( ) float only
- ( ) vec3 only

**Correct!**

- (●) Just about anything

### Question 3 — 1 / 1 pts

**The purpose of the *step( )* function is to:**

- ( ) Produce a mixing parameter between 0. and 1. based on the input value

Correct!

- Produce a mixing parameter of either 0. or 1. based on the input value

## Question 4

1 / 1 pts

**The purpose of the *smootstep( )* function is to:**

- Produce a mixing parameter of either 0. or 1. based on the input value

Correct!

- Produce a mixing parameter between 0. and 1. based on the input value

## Question 5

1 / 1 pts

**The *smoothpulse( )* function is:**

- Made by hooking a step( ) function and a smoothstep( ) function together
- A built-in GLSL function
- Made by hooking two step( ) functions together

Correct!

- Made by hooking two smoothstep( ) functions together

## Question 6

1 / 1 pts

Morphing in GLSL can be accomplished:

- Only between two 3D objects you know the equation of
- Between any two OBJ-defined 3D objects

Correct!

- Between any OBJ-defined 3D object and a 3D object you know the equation of

## Question 7

1 / 1 pts

**The difference between keying off the (s,t) texture coordinates and keying off the (x,y,z) Cartesian coordinates is:**

- Keying off the (x,y,z) makes a pattern go around an object, keying off the (s,t) makes a pattern go through an object

Correct!

- Keying off the (s,t) makes a pattern go around an object, keying off the (x,y,z) makes a pattern go through an object

- There is no difference in the pattern that will be created

## Question 8

1 / 1 pts

**To create a pattern of circles, a GLSL fragment shader must:**

- Find out if the current fragment's location is inside the hexagon that bounds a circle
- Apply a circle-looking texture image to the object
- Find out if the current fragment's location is inside the right triangle that bounds a circle

**Correct!**

- (•) Find out if the current fragment's location is inside a circle

## Question 9

1 / 1 pts

**To make a smoothly-blended boundary between the circle color and the background color, use:**

- The step( ) function
- The blend( ) function
- The smoothpulse( ) function

**Correct!**

- (•) The smoothstep( ) function

## Question 10

1 / 1 pts

**In the stripes-pattern demo, when the stripes were determined from model coordinates:**

**Correct!**

- (•) The pattern seemed attached to the object and the pattern followed the object wherever it went
- The pattern seemed attached to the world and the object appeared to pass through the pattern

Quiz Score: **10** out of 10