Quiz #4

Due Feb 4 at 11:59pm **Points** 10 **Questions** 10
Available Feb 2 at 12:01am - Feb 4 at 11:59pm **Time Limit** 60 Minutes

Instructions

Here comes the Week #4 Quiz!

Next week, there will be a Week #5 Quiz and Test #1 *both*. Be ready!

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	25 minutes	9 out of 10

ⓘ Correct answers will be available on Feb 5 at 12:01am.

Score for this quiz: **9** out of 10
Submitted Feb 2 at 3:16pm
This attempt took 25 minutes.

Question 1 — 1 / 1 pts

A material is called *anisotropic* if it has different lighting properties in different directions. One example of this is:

- ○ Plastic
- ○ Shiny metal
- ◉ Human hair

- Smooth glass

Incorrect

Question 2

0 / 1 pts

The Dome Projection shader works by using a special equation on the:

- Fragments only
- Vertices only
- Vertices and Fragments

Question 3

1 / 1 pts

The Hyperbolic Geometry shader works by using a special equation on the:

- Vertices and Fragments
- Fragments only
- Vertices only

Question 4

1 / 1 pts

The Disco shader works by using a special equation on the:

- Vertices and Fragments
- Fragments only
- Vertices only

Question 5

1 / 1 pts

The built-in glman uniform variable called *Timer* serves what purpose?

- It returns the time in milliseconds
- It finds out what the time is when your shader starts and always has that value
- It automatically animates its value from 0. to 1.

Question 6

1 / 1 pts

The basic idea behind *Cube Mapping* is:

- Scaling a 3D scene so that it fits inside an orthographic viewing cube
- Interpolating a 3D object into a cube shape (like we did with the cow)
- Surrounding the scene with a 6-wall set of photos and reflecting/refracting those photos in the scene

Question 7

1 / 1 pts

One flaw in Cube-Mapped reflection is:

- The object you view must have an equation that we know
- The object you view must be a flat plane
- The spatial relations are "baked-in" when the cube map is specified

Question 8

1 / 1 pts

One flaw in Cube-Mapped refraction is:

- The object you view must be a flat plane
- You cannot specify an Index of Refraction
- The object you view must have an equation that we know
- You cannot refract out the back of the object

Question 9

1 / 1 pts

The Cube-Mapping code we looked at in class blends the refractive image with white. Why?

- To distinguish it from the reflective image

- (●) So you can atually see where the refractive object is
- ( ) The refraction equation demands it

Question 10

1 / 1 pts

A "Cube Map Texture" is different from our usual image textures because:

- (●) It has six images inside it instead of one
- ( ) It is looked up with a single float instead of a vec2 (for example, an st)
- ( ) It is no different than the usual image textures
- ( ) It has four images inside it instead of one

Quiz Score: **9** out of 10