



Review Test Submission: Quiz 4

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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 4
Started	10/3/16 4:25 PM
Submitted	10/3/16 4:54 PM
Due Date	10/3/16 11:59 PM
Status	Completed
Attempt Score	40 out of 40 points
Time Elapsed	28 minutes
Results Displayed	Correct Answers

Question 1

10 out of 10 points

A scaling transformation changes the length of a vector but not its direction.

Correct Answer: False

Question 2

10 out of 10 points

What are some of the advantages of using homogenous coordinates? (Select all that apply)

- Correct Answers:
- It allows us to differentiate between locations and directions.
- It allows us to specify translation, rotation and scaling in terms of matrix multiplication.
- It allows us to add a vector to a point to give us a resulting point

Question 3

0 out of 0 points

If a matrix is the result of an arbitrary mix of non-zero (non-degenerate) translations, rotations and scales, there is a chance that the matrix is not invertible.

Correct Answer:  False

#### Question 4

10 out of 10 points

One must keep track of all the transformations whose result is seen on the screen, to undo all of them.

Correct Answer:  False

#### Question 5

10 out of 10 points

What is undoing a transformation involve mathematically?

Correct Answer:  Inverse of its matrix

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