Review Test Submission: Quiz 3

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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 3
Started	9/29/16 3:26 PM
Submitted	9/29/16 3:50 PM
Due Date	9/29/16 11:59 PM
Status	Completed
Attempt Score	40 out of 50 points
Time Elapsed	24 minutes
Results Displayed	Submitted Answers, Correct Answers

Question 1

0 out of 10 points

In order to view a virtual model of the Leaning Tower of Pisa so that it appears straight on the window screen, one can:

Selected Answer: ✗ Change the "look at" point of the lookAt function

Correct Answer: ✓ Change the "up" direction of the lookAt function

Question 2

10 out of 10 points

OpenGL is not guaranteed to draw non-convex polygons correctly because ___ (select all that apply)

Selected Answers:
- ✓ OpenGL implementations likely assume that each scan line intersects the polygon at two points
- ✓ OpenGL implementations have likely concentrated on a small and efficient implementation of polygon rasterization, sacrificing generality

Correct Answers:
- ✓ OpenGL implementations likely assume that each scan line intersects the polygon at two points

OpenGL implementations have likely concentrated on a small and efficient implementation of polygon rasterization, sacrificing generality

Question 3

10 out of 10 points

What does the depth buffer typically do?

Selected Answer: It stores the z coordinate of each pixel to infer which pixel should be in the front.

Correct Answer: It stores the z coordinate of each pixel to infer which pixel should be in the front.

Question 4

10 out of 10 points

Why do you need to specify a "far" plane?

Selected Answer: To eliminate objects too small to be seen on the screen as they are too far away.

Correct Answer: To eliminate objects too small to be seen on the screen as they are too far away.

Question 5

10 out of 10 points

Zooming in to a particular object in the virtual 3D world can be achieved by (select all that apply)

Selected Answers: Using perspective projection and decreasing the field of view parameter

Using perspective projection and moving closer to the object

Correct Answers: Using perspective projection and decreasing the field of view parameter

Using perspective projection and moving closer to the object

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