

Review Test Submission: Quiz 1

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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 1
Started	9/22/16 4:25 PM
Submitted	9/22/16 4:50 PM
Due Date	9/23/16 11:59 PM
Status	Completed
Attempt Score	50 out of 50 points
Time Elapsed	25 minutes
Results Displayed	Correct Answers

Question 110 out of 10 points

If you are given a color in HSV space and you wish to create a richer, brighter shade of the same color, what will you change?

Correct Answer:  Saturation and value

Question 210 out of 10 points

If you draw the RGB color space as a cube of side 1 and origin being black (0,0,0), and then start from the origin and move along the body diagonal of the cube what colors will you see?

Correct Answer:  Different shades of grey.

Question 310 out of 10 points

How do you make sure that the objects seen rendered on screen have the same "shape" as when they were drawn? (Check all that apply)

Correct



Answers:

Always make sure that the window and viewport are of the same width and height.



Always make sure that the window and viewport have the same aspect ratio.

Question 4

10 out of 10 points

Given a list of indices "ind", what does GL_TRIANGLE_STRIP do?

Correct



Answer:

Draws triangles (ind[0], ind[1], ind[2]), (ind[1], ind[2], ind[3]), (ind[2], ind[3], ind[4]), ...

Question 5

10 out of 10 points

Given a list of indices "ind", what does GL_LINES do?

Correct Answer:



Draw lines (ind[0], ind[1]), (ind[2], ind[3]), (ind[4], ind[5])...

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