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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 2
Started	9/22/16 4:51 PM
Submitted	9/22/16 5:13 PM
Due Date	9/26/16 11:59 PM
Status	Completed
Attempt Score	45 out of 50 points
Time Elapsed	22 minutes
Results Displayed	Correct Answers

Question 1

10 out of 10 points

Which mode of polygon drawing would be most suitable if you had to render a thick stroke on screen (e.g. drawn freehand using a stylus or mouse on the screen)?

Correct Answer: ☒ GL_TRIANGLE_STRIP.

Question 2

10 out of 10 points

What does glOrtho2D do?

Correct Answer: ☒ Help to select which part of the world should be drawn.

Question 3

5 out of 10 points

Why are triangles typically used to render models in graphics? (Check all that apply)

- Correct Answers: ☒ Triangles are guaranteed to be planar.
☒ Triangles are guaranteed to be convex.

Question 4

10 out of 10 points

Why is the Lab color space considered a perceptual color model?

Correct



Answer:

Mathematical difference between colors corresponds to perceptual difference between colors.

Question 5

10 out of 10 points

What is a uniform variable in GLSL?

Correct



Answer:

A variable whose value can change, but typically does not change often.

Saturday, December 15, 2018 1:09:57 AM EST

← OK

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