

**CS4300 Computer Graphics SEC 01 - Fall 2016 CS4300.12925.201710**

Assignments Quizzes

Review Test Submission: Quiz 7

## Review Test Submission: Quiz 7


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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 7
Started	10/24/16 7:52 PM
Submitted	10/24/16 9:39 PM
Due Date	10/24/16 11:59 PM
Status	Completed
Attempt Score	31.66667 out of 50 points
Time Elapsed	1 hour, 47 minutes
Results Displayed	Submitted Answers, Correct Answers

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**Question 1**

0 out of 10 points


Amit sets up a scene and draws it from a specific camera location. The scene looks correct, except it is vertically flipped. The possible reasons for this could be (select all that apply):

Selected  The "up" vector is degenerate

Answers:



The "lookAt" point in the camera is set to be behind the camera position (with respect to where the camera wishes to look), and the near plane is positive.

Correct  The "up" vector is opposite to what it should be

Answers:





The near plane of the projection matrix (which uses perspective projection) is at a negative value

**Question 2**

10 out of 10 points

The "up" vector specified in lookAt is:


Selected   
Answer: Approximately in the direction considered to be "up" with respect to the camera


Correct   
Answer: Approximately in the direction considered to be "up" with respect to the camera

**Question 3**

10 out of 10 points

If no camera transformation is specified, by default the camera is:


Selected   
Answer: At the origin looking in -Z direction, with respect to the world coordinate system


Correct   
Answer: At the origin looking in -Z direction, with respect to the world coordinate system


**Question 4**


5 out of 10 points

If you wanted to zoom into a scene the following camera options will work (select all that apply)

Selected   
Answers: Move the camera closer to the scene, while using orthographic projection

  
Increase the field of view angle without moving camera, while using perspective projection


Correct   
Answers: Move the camera position closer to the scene, while using perspective projection


  
Increase the field of view angle without moving camera, while using perspective projection

**Question 5**

6.66666 out of 10 points

The lookat function provides a transformation that (select all that apply):

Selected   
Answers: Transforms always from the world coordinate system to the view coordinate system

  
Can be expressed as a transformation composed of scales, rotations and translations

Correct

Answers:



Transforms from the coordinate system in which its parameters are specified, to the view coordinate system



Can be expressed as a transformation composed of scales, rotations and translations



Can be expressed as a transformation on all objects in the scene



Transforms from the coordinate system in which its parameters are specified, to the view coordinate system

Saturday, December 15, 2018 1:12:03 AM EST

← OK

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