

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

Assignments Quizzes

Review Test Submission: Quiz 5

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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 5
Started	10/6/16 3:23 PM
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Due Date	10/6/16 11:59 PM
Status	Completed
Attempt Score	30 out of 40 points
Time Elapsed	39 minutes
Results Displayed	All Answers, Correct Answers

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Question 1

10 out of 10 points

An affine transformation is a transformation that

Answers: ☒ Preserves collinearity of points and ratios of distances.

☐ A combination of scales, translates and rotates only.

☐ A transformation that does not change the shape of the object.

☐ A transformation that produces a pleasing, desired result.

Question 2

10 out of 10 points

What is the benefit of using a stack of matrices for transformations? (Select all that apply)

Answers: ☒

☒ It allows us to specify transformations that apply to a group of objects separately from individual object transformations.

☒ It allows us to save a current transformation and retrieve it later.

☒ It allows us to compute transformations more efficiently (algorithmically)

☒

It allows us to break down a transformation from high level (whole) to low level (part)

Question 3

10 out of 10 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.

Answers: True

☒ False**Question 4**

0 out of 10 points

In general transformations are not commutative, but translations are.

Answers: ☒ True☐ False

Saturday, December 15, 2018 1:11:10 AM EST

← OK

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