

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

Assignments Quizzes

Review Test Submission: Quiz 9

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Course	CS4300 Computer Graphics SEC 01 - Fall 2016
Test	Quiz 9
Started	11/17/16 8:59 PM
Submitted	11/17/16 9:08 PM
Due Date	11/17/16 11:59 PM
Status	Completed
Attempt Score	20 out of 50 points
Time Elapsed	9 minutes
Results Displayed	Correct Answers

support

Question 1

0 out of 10 points

A simple way to detect bump mapping vs actual embossing is:

Correct

Answer: Look at the silhouette: if smooth while the object looks rough-surfaced, it is bump mapping.

Question 2

10 out of 10 points

For a light color, increasing the r,g,b values while keeping their relative proportions

Correct Answer: Makes the light brighter

Question 3

6.66666 out of 10 points

Select all that are true about the GL_LINEAR_MIPMAP_LINEAR mode for a texture's magnification and minification

Correct

Answers: This mode does bilinear interpolation at two mipmap levels and then performs bilinear interpolation of those two results.



This mode results in 8 texture lookups per use of the "texture" function.



This mode results in the best output for most textures.

Question 4

3.33333 out of 10 points

If one wants to tile an image as a texture on an object:

Correct

Answers: Use GL_REPEAT as the wrapping mode, scale texture coordinates and create an image that is a tiled version of the original image.



Use GL_REPEAT as the wrapping mode and scale the texture coordinates.



Create an image that is a tiled version of the original image, and use original texture coordinates.

Question 5

0 out of 10 points

If one wants to view only lighting effects on an object even though the shader does both lighting and texturing, one can:

Correct Answer: Use an all-white image as the texture on that object.

Saturday, December 15, 2018 1:12:44 AM EST

← OK

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