Final Exam Questions

1. Acceleration
2. True
3. Change in time
4. Bump maps are usually implemented by modifying the normal vector
   1. Isotropic
   2. Overtone and Octave
5. Image processing
   1. Color Negative
   2. creating a grey scale
   3. filtering the red component
6. Lighting Geometry
   1. Specular Surfaces
   2. Specular Surfaces & Diffuse Reflection
   3. Diffuse Reflection & Specular Surfaces
7. [0,1]
8. Textures
   1. Minification
   2. Magnification
   3. Minification
9. Textures
   1. GL\_CLAMP\_TO\_BORDER with the use of GL\_TEXTURE\_BORDER\_COLOR to set color
   2. GL\_NEAREST\_MIPMAP\_NEAREST / NEAREST
   3. GL\_REPEAT / REPEAT
   4. GL\_MIRRORED\_REPEAT / MIRRORED REPEAT
10. True
11. Textures
    1. GL\_NEAREST is a method that uses the nearest texel to the texture coordinate. This gives use a new sample.
    2. GL\_LINEAR uses 4 close by texels for a weighted average. This gives us a new sample.
    3. GL\_LINEAR is smoother since it uses averages but GL\_NEAREST is faster since it doesn’t have to average values out.
12. Projections
    1. It is a perspective projection
    2. It is a parallel projection
13. The scene is left in three dimensions to be passed on to the fragment shader because the fragment shader needs to know the depth information. This helps determine what is behind it and in front of it, so depth.