Transparency and blending review

1. What is screen-door transparency?

2. From the choices below, circle the advantages of screen-door transparency.

   a) Fast

   b) Excellent visual quality

   c) Multiple degrees of transparency available

   d) Multiple layers of transparency available

3. What is alpha test transparency?

4. If the color currently in the frame buffer is (0.3, 0.7, 0.1, 0.2) and the fragment to be written has the color (0.1, 0.4, 0.4, 0.3), what will the blended color be?

5. Is the **over** operation commutative?

6. What is a data structure that facilitates rendering polygons in back-to-front order?

7. What is depth peeling?

8. From the choices below, circle the advantages of depth peeling:

   a) No need to render in sorted order

   b) Excellent visual quality

   c) Faster than screen door rendering