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/  Qüestionari competències transversals Gener 2023

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| **Començat el** | divendres, 20 de gener 2023, 12:27 |
| **Estat** | Acabat |
| **Completat el** | divendres, 20 de gener 2023, 12:31 |
| **Temps emprat** | 3 minuts 35 segons |
| **Punts** | 3,33/7,00 |
| **Qualificació** | **4,76** sobre 10,00 (**48**%) |

Pregunta **1**

Incorrecte

Puntuació -0,33 sobre 1,00

The method described in the paper *On-the-Fly Power-Aware Rendering* uses the SSIM metric for measuring...

Trieu-ne una:

○ No vull contestar la pregunta

○ the power consumption in the shading stage

○ the quality error in the rendered images

◉ how balanced are the tasks executed in the different GPU stages ✗

○ the per-frame power consumption

La resposta correcta és: the quality error in the rendered images

Pregunta **2**

Correcte

Puntuació 1,00 sobre 1,00

The way power consumption is controlled in the paper *On-the-Fly Power-Aware Rendering* is by choosing among:

Trieu-ne una:

◉ different shaders, and their quality level (resolution, lighting model...), for each rendering pass ✓

○ different target frame rates

○ different resolutions for the detail textures

○ different voltage settings

○ No vull contestar la pregunta

La resposta correcta és: different shaders, and their quality level (resolution, lighting model...), for each rendering pass

Pregunta **3**

Correcte

Puntuació 1,00 sobre 1,00

A CAVE is...

Trieu-ne una:

○ No vull contestar la pregunta

○ a head-mounted display with head tracking

◉ a room-size system with projection screens ✓

○ any immersive VR system

○ a spherical projection screen

La resposta correcta és: a room-size system with projection screens

Pregunta **4**

Correcte

Puntuació 1,00 sobre 1,00

According to the paper *Industry use of virtual reality in product design and manufacturing: a survey* , a common goal in VR industry users is centered around visibility/viewability, which consists of...

Trieu-ne una:

- ○ improving the resolution and image quality of the VR display
- ○ maximizing the field-of-view of the VR display
- ○ evaluating the need for correction glasses in VR users
- ● evaluating the visibility of a human given a particular setting or posture ✔
- ○ No vull contestar la pregunta

La resposta correcta és: evaluating the visibility of a human given a particular setting or posture

Pregunta **5**

Incorrecte

Puntuació -0,33 sobre 1,00

According to the paper *A Survey on Multimodal Medical Data Visualization* , in the context of medical volume rendering, a **transfer function** maps...

Trieu-ne una:

- ○ points on a surface to points on a volume
- ● points from one scan to points from another scan ✘
- ○ No vull contestar la pregunta
- ○ intensity values to color and opacity values
- ○ intensity values to 3D locations

La resposta correcta és: intensity values to color and opacity values

Pregunta **6**

Incorrecte

Puntuació 0,00 sobre 1,00

Indica aproximadament a quants seminaris/xerrades del grup has assistit (presencial o connectat amb Gmeet)

Resposta: | 0 | ✘

La resposta correcta és: 1

Pregunta **7**

Correcte

Puntuació 1,00 sobre 1,00

Multimodal Medical Data Visualization refers to...

Trieu-ne una:

- ○ rendering medical data onto different display systems
- ◉ visualizing medical data captured by different medical imaging equipment ✔
- ○ interacting with medical data using different interaction techniques
- ○ visualizing CT data using different primitives (triangles, voxels...)
- ○ No vull contestar la pregunta

La resposta correcta és: visualizing medical data captured by different medical imaging equipment

◄ Examen final G (20 de gener 2023)

Salta a...

Examen (incidències) ►