Quiz on Math, Curves, and Surfaces

Total points 6/10

The respondent's email (18101009@uap-bd.edu) was recorded on submission of this form.

X Coordinate systems used in Computer Graphics:	0/1
World Coordinate System	
Object Coordinate System	
Camera Coordinate System	✓
None of the above	
Correct answer	
World Coordinate System	
Object Coordinate System	
Camera Coordinate System	

X What are the problems of Explicit line equation in drawing lines?	0/1
Costly operations	
High Accuracy	×
High Efficiency	×
sometimes missing pixels or not defined at all	
Correct answer	
Costly operations	
sometimes missing pixels or not defined at all	

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✓ Which one of the following is the correct vector for the points { P1(to P2(7, 10, 5)} :	2, 1, 3) 1/1
(5, 2, 9)	
(9, 5, 2)	
(-5, -9, -2)	
(5, 9, 2)	✓
✓ How can we get the coordinate of a new point from a point?	1/1
New Point = Point x Vector	
New Point = Point + Vector	✓
New Point = Point + Point	
New Point = Point + Point New Point = Vector + Vector	

✓ Select which equations of the following are Affine Combinations?

2/2

$$P = (1-t)^3 P_1 + 3t(1-t)^2 P_2 + 3t^2(1-t)P_3 + t^3 P_4$$

$$P = (1-t)^3 P_1 + 3t(1-t)^2 P_2 + 3t^2(1-t)P_3$$

Option 1

Option 2

$$P = (1-t)^2 P_1 + 2t(1-t)P_2 + t^2 P_3$$

 $P = t^2 P_1 + (1 - t^2) P_2$

Option 3

Option 4

- What will be the color of the point Q (R, G, B) of a triangle if the color of the vertices of the triangle are A (1, 0.5, 0.1), B (0.5, 0.8, 0.3), C (0, 0, 1) and the value of $\alpha 1 = 1$?
- Q(R, G, B) = (0.2, 0.7, 1)
- Q (R, G, B) = (0.3, 0.2, 0)
- Q (R, G, B) = (0.25, 0.21, 0.7)
- Q (R, G, B) = (0.25, 0.29, 0.7)
- Q(R, G, B) = (1, 0.5, 0.1)

Correct answer

- Q (R, G, B) = (1, 0.5, 0.1)
- ✓ Which of the following are the techniques used to generate surfaces? 2/2
 ✓ Tensor Bézier Patches
 ✓ De Casteljau Construction
 ✓ Catmull-Clark subdivision technique
 ✓ Implicit Equations
 ✓ Point Set techniques
 ✓ Nonuniform Rational B-Splines

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