COMPUTER GRAPHICS 21/22
SAMPLE EXAM QUESTIONS

Question 1. Command `glColor3f(1,0,0);` sets

a) green
b) red
c) blue

color.

Question 2. If you want to draw a rectangle you can use

a) `GL_QUADS`
b) `GL_RECTANGLE` Doesn't exist
c) `GL_POLYGON`

Question 3. Command `glRotatef(2,0,1,2);` rotates

a) by 2 degrees around vector $(2, 0, 1)$
b) by 2 degrees around vector $(0, 1, 2)$
c) by 2 radians around vector $(2, 0, 1)$

Question 4. Which is true:

a) in raster graphics scaling doesn't change the quaity of an image,
b) in vector graphics the file stores mathematical information about an image,
c) in raster graphics image is divided into rectangular pixels.

Question 5. Assume R represents the matrix of rotation (by nonzero angle) and T representa the matrix of translation (by nonzero vector). Then, in general,

a) $RT = TR$,
b) $RT \neq TR$,
c) it is possible that for some choices of R and T, $RT = TR$. Only when the angle is 0 or the translation vector $\vec{0}$

Question 6. Which is true:

a) using orthographic projection a square can become a line segnemt,
b) using perspective projection a square can become a line segment,
c) using orthographic projection object which are further after projection are smaller.

Question 7. Which is true:

a) there are three types of light in OpenGL: ambient, diffuse and specular,
b) ambient light has no source,
c) specular light has its source and direction. Doesn't have direction, depends on the viewer.

Question 8. A cube can be represented by

a) 12 triangles,
b) 8 vertices,
c) 10 edges. 12 edges

Question 9. Z-buffer algorithm

a) works with image precision,
b) works with object precision,
c) stores information about colors of faces. Only the color of the closest face to each pixel.