Week #2 Quiz

Due Oct 9 at 11:59pm **Points** 10 **Questions** 10 **Available** Oct 7 at 2pm - Oct 9 at 11:59pm 2 days
Time Limit 60 Minutes

Instructions

Welcome to Week #2's Quiz!

There are 10 questions. You have one hour. This is open notes.

Good luck!

This quiz was locked Oct 9 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	29 minutes	10 out of 10

Score for this quiz: **10** out of 10
Submitted Oct 9 at 10:21am
This attempt took 29 minutes.

Question 1

1 / 1 pts

What is the general idea behind Texture Mapping?

Correct!

- (•) To stretch an image over a piece of geometry
- ( ) To add translucency to a surface
- ( ) To get more colors onto a surface than you normally could
- ( ) To add a bumpy, or rough, appearance to a surface

Question 2

1 / 1 pts

A texture image has MxN pixels (texels). OpenGL treats its dimensions as:

Correct!

- (selected) 1. x 1.
- M x N
- 1. x (N/M)
- N x M

Question 3

1 / 1 pts

In Texture Mapping, the OpenGL program specifies s and t coordinate values at:

- Each texel
- Each triangle

Correct!

- (selected) Each vertex
- Each pixel

Question 4

1 / 1 pts

The GL_TEXTURE_WRAP_S and GL_TEXTURE_WRAP_T texture parameters tell OpenGL what to do when:

- When s and t are undefined

Correct!

- (selected) s and t are < 0. or > 1.
- When s and t are > 0. and < 1.
- Always

Question 5

1 / 1 pts

The Texture Map parameter value GL_LINEAR tells OpenGL to:

- Always use black
- Always use white
- Correct! If a pixel doesn't fall on an exact texel, interpolate from the 4 surrounding texels
- If a pixel doesn't fall on an exact texel, grab the nearest texel

Question 6

1 / 1 pts

The Texture Map parameter value GL_NEAREST tells OpenGL to:

- Always use white
- Always use black
- Correct! If a pixel doesn't fall on an exact texel, grab the nearest texel
- If a pixel doesn't fall on an exact texel, interpolate from the 4 surrounding texels

Question 7

1 / 1 pts

The texture environment setting of GL_MODULATE differs from GL_REPLACE by:

- They are different names for the same thing
- Correct! GL_MODULATE allows the underlying color of the surface to shine up through the texture
- GL_MODULATE alters the surface geometry
- GL_REPLACE allows the underlying color of the surface to shine up through the texture

Question 8

1 / 1 pts

The purpose of texture objects and texture binding is:

Correct!

- (•) To allow textures to stay resident in GPU memory and not need to be downloaded each time they are used
- ( ) The keep the texture information in a single CPU data structure
- ( ) To compress the texture image
- ( ) To allow the texture to be used with multiple geometric objects

Question 9

1 / 1 pts

If you setup the Texture Transformation to scale by 2.0, the appearance of the texture image on the object will differ by:

- ( ) Trick question -- there is no Texture Transform in OpenGL

Correct!

- (•) Being scaled by 0.5
- ( ) The image will remain the same size
- ( ) Being scaled by 2.0

Question 10

1 / 1 pts

In HSV color, the letters H-S-V stand for:

Correct!

- (•) Hue-Saturation-Value
- ( ) Highlighting-Salience-Vector
- ( ) Highlighting-Saturation-Valence

Hue-Salience-Viscosity

Quiz Score: **10** out of 10