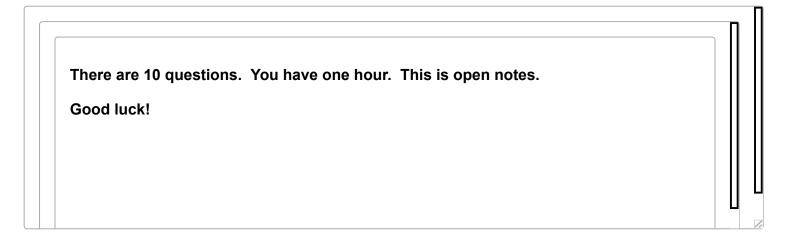# Week #4 Quiz

Due Oct 23 at 11:59pm   **Points** 10   **Questions** 10   **Available** Oct 21 at 2pm - Oct 23 at 11:59pm 2 days
Time Limit 60 Minutes

Instructions

Welcome to Week #4's Quiz!

This is being released early to help you prepare for the test.

> **There are 10 questions. You have one hour. This is open notes.**
>
> **Good luck!**

This quiz was locked Oct 23 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	**Attempt 1**	5 minutes	9 out of 10

Score for this quiz: **9** out of 10
Submitted Oct 23 at 4:32pm
This attempt took 5 minutes.

Question 1	1 / 1 pts

In OpenGL lighting, the GL_BACK and GL_FRONT of a triangle are determined by

○ It's undefined

○ You specify it per polygon

Correct! ● The orientation of the vertices

○ The direction of the surface normal

Question 2   1 / 1 pts

When OpenGL lighting computations are performed, the actual position of the light that is used is

○ Whatever was given in the "glLightfv(GL_LIGHT0, GL_POSITION,..." call times the Projection*ModelView matrix

○ Whatever was given in the "glLightfv(GL_LIGHT0, GL_POSITION,..." call

○ Whatever was given in the "glLightfv(GL_LIGHT0, GL_POSITION,..." call times the Projection matrix

Correct!

◉ Whatever was given in the "glLightfv(GL_LIGHT0, GL_POSITION,..." call times the ModelView matrix

Question 3   1 / 1 pts

What is it called when we specify an XYZ position with 4 elements?

○ Humongous coordinates

Correct!

◉ Homogeneous coordinates

○ HomoSapiens coordinates

○ Himalayan coordinates

Question 4   1 / 1 pts

A use for specifying an XYZ using 4 elements is

○ To include a checksum

○ To specify a point at the origin

○ To subtract a common value from all coordinates

Correct!　　　　◉ To specify a point at infinity

Question 5   1 / 1 pts

The purpose of double-buffering is

○ To subtract 2 pixel-images

Correct!　　　　◉ To be sure the viewer doesn't see an incomplete scene

○ To allow 2 applications to do graphics simultaneously

○ To smoothly interpolate 2 animation frames

Question 6   1 / 1 pts

The double buffers' roles are switched by calling

○ glSwapBuffers

○ glSwitchBuffers

Correct!　　　　◉ glutSwapBuffers

○ glutSwitchBuffers

Question 7   0 / 1 pts

The purpose of a Depth-Buffer is to

You Answered　　　　◉ To allow more color bits per pixel

○ To provide storage for more than one set of colors per pixel

○ To provide deep hues of a color

Correct Answer

○ Correctly display near objects so they appear to be in front of far objects

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Question 8

1 / 1 pts

The Video Driver

○ Draws all buffers to the screen

○ Draws the depth buffer to the screen

Correct!

◉ Draws the front buffer to the screen

○ Draws the back buffer to the screen

Question 9

1 / 1 pts

The Video Driver runs

○ Whenever too much geometry is being drawn

Correct!

◉ At a constant refresh rate

○ Whenever your application triggers it

○ When the framebuffers are full

Question 10

1 / 1 pts

An Alpha value specifies

○ Color

○ Depth

○ Texture coordinates

Correct!   ⦿ Transparency

Quiz Score: **9** out of 10