Week #6 Quiz

Due Nov 6 at 11:59pm **Points** 10 **Questions** 10 **Available** Nov 4 at 2pm - Nov 6 at 11:59pm 2 days
Time Limit 60 Minutes

Instructions

Welcome to Week #6's Quiz!

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

Good luck!

This quiz was locked Nov 6 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	43 minutes	9 out of 10

Score for this quiz: **9** out of 10
Submitted Nov 5 at 6:41pm
This attempt took 43 minutes.

Question 1 — 1 / 1 pts

Per-fragment lighting does all of these **except**:

- Interpolates the normals through the rasterizer
- Performs the lighting computations in the vertex shader — Correct!
- Looks better than per-vertex lighting
- Performs the lighting computations in the fragment shader

Question 2 — 1 / 1 pts

To add a pattern to an object (e.g., your Shaders project), you could do all of these **except**:

- Key off the Time variable
- Correct! Key off of a set of uniform Freudian variables
- Key off of a set of uniform scalar or vector variables
- Key off the x-y-z coordinates
- Key off the s-t texture coordinates

Question 3

1 / 1 pts

To produce shaders for your Shaders project, you need to do all of these **except**:

- Setup a GLSLProgram class to handle the shaders' program creation
- Create vertex shader code in a .vert file
- Correct! Compile the shaders yourself
- Create fragment shader code in a .frag file

Question 4

1 / 1 pts

To turn on a shader program so that the next draw calls will use it, you say:

- Pattern->Use(0);
- Pattern->Ready( );
- Correct! Pattern->Use( );
- Pattern->Draw( );

Question 5

1 / 1 pts

To turn off a shader program and return to using the fixed-function pipeline, you say:

Correct!

- (•) Pattern->Use(0);
- ( ) Pattern->Ready( );
- ( ) Pattern->Use( );
- ( ) Pattern->Draw( );

Question 6

1 / 1 pts

A Vertex Buffer Object is:

- ( ) A collection of vertices, colors, normals, and texture coordinates kept in a table in VBOPU memory

Correct!

- (•) A collection of vertices, colors, normals, and texture coordinates kept in a table in GPU memory
- ( ) A collection of vertices, colors, normals, and texture coordinates kept in a table in either CPU or GPU memory
- ( ) A collection of vertices, colors, normals, and texture coordinates kept in a table in CPU memory

Question 7

1 / 1 pts

All of these are true about Vertex Buffer Objects except:

- ( ) They are more efficient than glBegin-glEnd

Correct!

- (•) They are optional in OpenGL-ES (embedded system)
- ( ) They are optional in OpenGL-Desktop
- ( ) They can list vertex-based data only, or can list vertex-based data plus index connections

Question 8

0 / 1 pts

We are looking at GLM because:

- ( ) It makes your program run faster

Correct Answer

- ( ) All of the OpenGL transformation functions are "deprecated"
- ( ) Your friends will be more impressed

You Answered

- (•) It is less confusing than the OpenGL transformation functions

Question 9

1 / 1 pts

GLM creates some datatypes that are:

- ( ) Like OpenGL uses (e.g., GLfloat)

Correct!

- (•) The same as GLSL uses (e.g., vec3)
- ( ) Totally different from GLSL

Question 10

1 / 1 pts

The OpenGL glMultMatrixf( ) function:

- ( ) Replaces the current matrix with a given matrix

- Multiplies 3 matrices to produce a fourth
- Multiplies 2 matrices to produce a third

Correct!

- (•) Multiplies a given matrix into the current matrix

Quiz Score: **9** out of 10