Week #7 Quiz

Due Nov 13 at 11:59pm **Points** 10 **Questions** 10 **Available** Nov 9 at 2pm - Nov 13 at 11:59pm 4 days
Time Limit 60 Minutes

Instructions

Here comes the Week #7 Quiz.

Since Friday is a holiday, you are getting it at 2:00 PM Wednesday.

It is still due at 23:59 on Sunday.

This quiz was locked Nov 13 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	40 minutes	10 out of 10

Score for this quiz: **10** out of 10
Submitted Nov 13 at 1:36pm
This attempt took 40 minutes.

Question 1

1 / 1 pts

A 3D Printer accepts geometry in the form of a:

- Any form of mesh
- Triangle mesh

Correct!

- Quadrilateral mesh
- Pentagonal mesh

Question 2

1 / 1 pts

Using 3D Venn diagrams to create and edit geometry is called:

- 3D Venn Diagrams (3VD)
- UnionIntersectionDifference (UID)

Correct!

- (•) Constructive Solid Geometry (CSG)

Question 3

1 / 1 pts

A cubic Bezier curve requires, as input:

- ( ) An arbitrary number of points

Correct!

- (•) 4 points
- ( ) 3 points
- ( ) 5 points

Question 4

1 / 1 pts

The number of output vertices from a Bezier curve is:

- ( ) 4

Correct!

- (•) An arbitrary number
- ( ) 5
- ( ) 3

Question 5

1 / 1 pts

The full Rendering Equation describes:

Correct!

- (•) How light is emitted from a surface
- ( ) How light travels through air
- ( ) How light travels in a vacuum

How multiple light beams interfere with each other

Question 6

1 / 1 pts

Normal OpenGL drawing (like you have been doing all along) is:

Freudian illumination

Fractal illumination

Correct! Local illumination

Global illumination

Question 7

1 / 1 pts

Each of the following is true about **Radiosity** except:

It handles color bleeding between surfaces

It treats surfaces as light sources

It produces a large simultaneous equation system that must be solved

Correct! It easily produces reflections and refractions

Question 8

1 / 1 pts

The value of the Radiosity Shape Factor is obtained by:

Googling for it

Correct! Integrating multiple light paths between surfaces

Looking it up in a table

Question 9

1 / 1 pts

In Ray-tracing, the image is produced by:

- Tracing light spheres through each pixel
- Tracing light spheres from the origin
- Tracing light rays from the origin

Correct!

- (•) Tracing light rays through each pixel

Question 10

1 / 1 pts

All of the following are true about Ray-tracing except:

- It can easily handle shadows

Correct!

- (•) It can easily represent color bleeding between surfaces
- It can easily handle reflection
- It can easily handle transparency with refraction

Quiz Score: **10** out of 10