Week #3 Quiz

Due Oct 16 at 11:59pm **Points** 10 **Questions** 10 **Available** Oct 14 at 2pm - Oct 16 at 11:59pm 2 days
Time Limit 60 Minutes

Instructions

Graphicsers --

Here is the Week #3 Quiz. You have 60 minutes.

Good luck!

This quiz was locked Oct 16 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	3 minutes	10 out of 10

Score for this quiz: **10** out of 10
Submitted Oct 16 at 12:35pm
This attempt took 3 minutes.

Question 1 — 1 / 1 pts

A **surface normal** is

Correct!

- (•) A vector perpendicular to the surface
- ( ) 2 points that are inside the triangle
- ( ) A vector that lies in the plane of the surface

Question 2 — 1 / 1 pts

Surface normals can be defined

- ( ) Per-triangle only

Correct!

- (selected) Per-triangle or per-vertex
- Per-vertex only

Question 3

1 / 1 pts

Flat Shading is

- Lack of a lighting model

Correct!

- (selected) Where there is only one color/intensity for the entire triangle
- Where the vertex colors/intensities are smoothly interpolated throughout the triangle

Question 4

1 / 1 pts

What can give away the fact that you are using smooth shading to try to hide that you are using a low-triangle-resolution object?

- The slower speed of the display
- The faster speed of the display
- The fact that each triangle has its own constant color/intensity

Correct!

- (selected) The coarse edges on the silhouette

Question 5

1 / 1 pts

The three components of OpenGL lighting are

- Altruistic, Dissolved, Spectacular
- Ambien, Distilled, Spock-ish

Correct!

- (selected) Ambient, Diffuse, Specular

Question 6

1 / 1 pts

The white lines you see, but aren't actually there, in some smoothly-shaded images are called:

Correct!

- (selected) Mach Banding
- Mach Lines
- Phantom Banding
- Phantom Lines

Question 7

1 / 1 pts

The reason that Diffuse intensity decreases as the angle between the normal and light direction increases is:

- Photons are reflected away from the surface
- Some photons are absorbed by the surface

Correct!

- (selected) The photons are spread across a larger area
- Some photons are lost

Question 8

1 / 1 pts

The "s" exponent in the $\cos^s \Phi$ expression represents:

- The s coordinate of texture mapping

Correct!

- (selected) Shininess
- Saturation

Silver-appearance

Question 9

1 / 1 pts

You can perform per-fragment (per-pixel) lighting

You must use some other API than OpenGL

Using stock (unextended) OpenGL

Using matrix-extended OpenGL

Correct!

Using shader-extended OpenGL

Question 10

1 / 1 pts

Surfaces whose light reflecting behavior depends on their orientation (such as hair, brushed metal, etc.) are called

Isotropic

Isodirectional

Correct!

Anisotropic

Anisodirectional

Quiz Score: **10** out of 10