Week #5 Quiz

Due Oct 30 at 11:59pm **Points** 10 **Questions** 10 **Available** Oct 26 at 2pm - Oct 30 at 11:59pm 4 days
Time Limit 60 Minutes

Instructions

Here is the Week #5 Quiz

It is being released early in case you want to use it to study for the test

This quiz was locked Oct 30 at 11:59pm.

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	4 minutes	10 out of 10

Score for this quiz: **10** out of 10
Submitted Oct 28 at 2:22am
This attempt took 4 minutes.

Question 1

1 / 1 pts

What order do these appear in the shader-enabled graphics pipeline?

* Fragment shader

* Resterizer

* Vertex shader

- Fragment, Vertex, Rasterizer
- Vertex, Fragment, Rasterizer

Correct!

- (•) Vertex, Rasterizer, Fragment
- Rasterizer, Vertex, Fragment
- Fragment, Rasterizer, Vertex
- Rasterizer, Fragment, Vertex

Question 2

1 / 1 pts

The input to the Vertex shader is:

Correct!

- (selected) gl_Vertex
- gl_Position3f
- gl_Vertex3f
- gl_Position

Question 3

1 / 1 pts

The output from the Vertex shader is:

Correct!

- gl_Vertex3f
- (selected) gl_Position
- gl_Vertex
- gl_Position3f

Question 4

1 / 1 pts

The output from the Fragment shader is:

Correct!

- gl_FragColor3f
- gl_Color
- (selected) gl_FragColor
- gl_Color3f

Question 5

1 / 1 pts

The input and output variables in the Vertex shader are of type:

- vec3
- vec4f
- vec3f
- Correct! vec4

Question 6

1 / 1 pts

The output from the Fragment shader is of type:

- vec4f
- vec3
- vec3f
- Correct! vec4

Question 7

1 / 1 pts

If, in a framebuffer, the green component is stored using 6 bits, the number of shades of green that are possible is:

- Correct! 64
- 4
- 256
- 16

Question 8

1 / 1 pts

The framebuffer's Alpha value is used to specify:

- Intensity
- Correct! Transparency
- Lightness
- Saturation

Question 9

1 / 1 pts

The framebuffer's Z-buffer is used to hold:

- Output to the Video Driver
- Refresh duration
- Which double-buffered framebuffer you are using
- Correct! Depth

Question 10

1 / 1 pts

The Specular lighting depends on the location of the point you are lighting, plus:

- Correct! Light location, Surface normal, Eye position
- None of these -- it's a constant
- Light location, Eye position
- Light location, Surface normal
- Surface normal, Eye position

Quiz Score: **10** out of 10