Week #10 Quiz
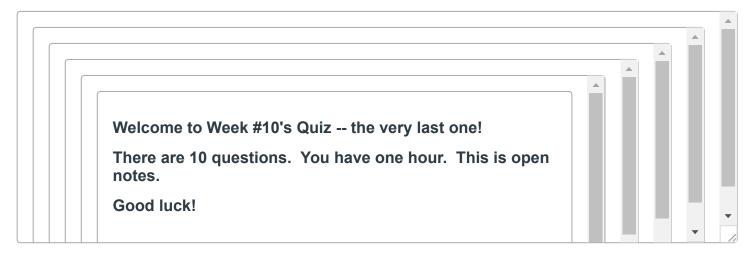
Due Dec 4 at 11:59pm   **Points** 10   **Questions** 10
Available Dec 2 at 2pm - Dec 4 at 11:59pm 2 days   **Time Limit** 60 Minutes
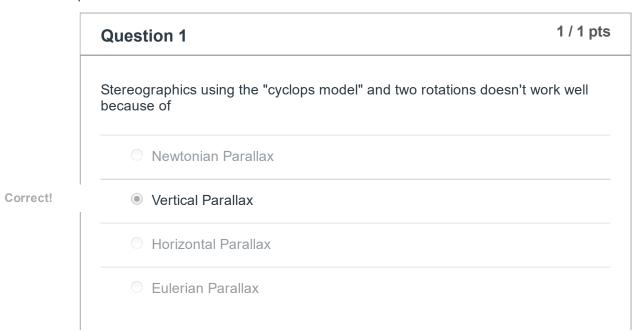
Instructions

> **Welcome to Week #10's Quiz -- the very last one!**
>
> **There are 10 questions. You have one hour. This is open notes.**
>
> **Good luck!**

This quiz was locked Dec 4 at 11:59pm.

Attempt History

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

Score for this quiz: **9** out of 10
Submitted Dec 3 at 12:05pm
This attempt took 9 minutes.

Question 1	1 / 1 pts

Stereographics using the "cyclops model" and two rotations doesn't work well because of

Correct!

- ○ Newtonian Parallax
- ◉ Vertical Parallax
- ○ Horizontal Parallax
- ○ Eulerian Parallax

Question 2   1 / 1 pts

Side-by-side viewing to achieve stereographics might not be good because of

Correct!

- ○ Too much Newtonian Parallax

- ◉ Too much Horizontal Parallax

- ○ Too much Vertical Parallax

- ○ Too much Eulerian Parallax

Question 3   1 / 1 pts

Correct stereographics viewing is achieved with

- ○ Symmetric viewing cones

- ○ Symmetric viewing volumes

Correct!

- ◉ Non-symmetric viewing volumes

- ○ Non-symmetric viewing cones

Question 4   1 / 1 pts

A "stereomirror" system (developed by Oregon's-own Planar Systems)

- ○ Uses 2 monitors and 2 normal mirrors

- ○ Uses one very wide monitor and 2 normal mirrors

Correct!

- ◉ Uses 2 LCD monitors and a half-silvered mirror

○ Uses one very wide monitor and a half-silvered mirror

Question 5   1 / 1 pts

The Carmike Theater's stereographics projectors have all of these characteristics *except*:

○ The projectors use a very large wattage light projection

Correct!

⦿ There are 2 projectors, one for each eye-view

○ The projectors use a polarizing filter in front of the lens

Question 6   1 / 1 pts

The purpose of Vulkan is:

○ To Live Long And Prosper

○ To create a C++ version of OpenGL

Correct!

⦿ To create a more-efficient interface to the graphics than OpenGL has

○ To completely replace OpenGL

Question 7   1 / 1 pts

Oregon State University is a member of the Khronos Group

Correct!

⦿ True

○ False

Question 8   1 / 1 pts

One significant difference between Vulkan and OpenGL is that

○ Vulkan can do order-independent transparency

Correct!   ◉ Vulkan can do multithreading

○ Vulkan cannot do texturing

○ Vulkan cannot use GLSL shaders

Question 9   1 / 1 pts

A significant difference in Vulkan's use of shaders and your use of shaders is:

○ Vulkan shaders have more access to the graphics hardware

○ Vulkan does not use the GLSL language

○ Vulkan shaders are compiled within the driver

Correct!   ◉ Vulkan shaders are pre-compiled outside the driver

Question 10   0 / 1 pts

Professor Bailey's big View-Master surprise was when he accidentally received a box of reels that contained:

Correct Answer   ○ A 3D dessert menu

○ 3D porn

You Answered

⦿ 3D images from the space shuttle

○ 3D sports

Quiz Score: **9** out of 10