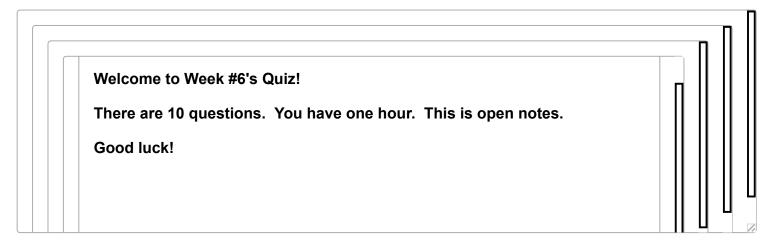
Week #6 Quiz

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



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 :	
Correct!	Interpolates the normals through the rasterizer	
	Performs the lighting computations in the vertex shader	
	Looks better than per-vertex lighting	
	Performs the lighting computations in the fragment shader	
	T enorms 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 mer	nory
	A collection of vertices, colors, normals, and texture coordinates kept in a table in either CP GPU memory	U or
	A collection of vertices, colors, normals, and texture coordinates kept in a table in CPU men	nory
Correct!	A collection of vertices, colors, normals, and texture coordinates kept in a table in GPU mer A collection of vertices, colors, normals, and texture coordinates kept in a table in either CPI GPU memory	U or

All of these are true about Vertex Buffer Objects except:

They are more efficient than glBegin-glEnd

	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"	
	O 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:	
Correct!	Like OpenGL uses (e.g., GLfloat)	
	The same as GLSL uses (e.g., vec3)	
	Totally different from GLSL	

The OpenGL glMultMatrixf() function:	
Replaces the current matrix with a given matrix	

12/11/2016	Week #6 Quiz: INTRO TO COMPUTER GRAPHICS (CS_450_X001_F2016)
	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