Quiz #2

Due Jan 21 at 11:59pmPoints 10Questions 10Available Jan 19 at 12:01am - Jan 21 at 11:59pmTime Limit 60 Minutes

Instructions

Welcome to Week #2's Quiz!

Attempt History

	Attempt	Time	Score
LATEST	Attempt 1	19 minutes	9 out of 10

① Correct answers will be available on Jan 22 at 12:01am.

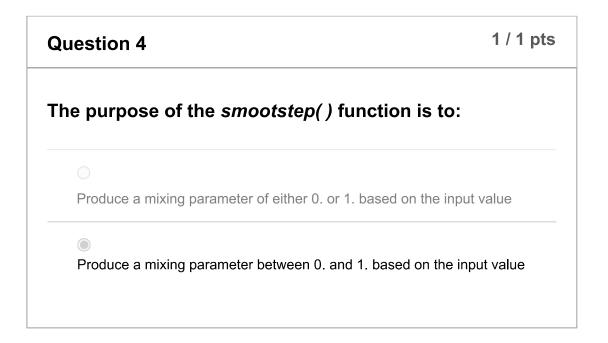
Score for this quiz: **9** out of 10 Submitted Jan 21 at 7:13pm This attempt took 19 minutes.

Question 1 1/1	
The purpose of the GLSL <i>mix()</i> function is to:	
Apply a t and (1t) blend to 2 quantities	
 Apply a t and t blend to 2 quantities 	
Apply a 1. and (1t) blend to 2 quantities	
O Apply a t and 1. blend to 2 quantities	

Question 2 1/1 pts

n the <i>mix()</i> function, the two quantities being mixed can be of type:		
Just about anything	-	
ovec3 only		
O float only		
ovec2 only		

Question 3	1 / 1 pts
The purpose of the <i>step()</i> function is to:	
Produce a mixing parameter between 0. and 1. based on the inp	out value
Produce a mixing parameter of either 0. or 1. based on the input	t value



The smoothpulse() function is: Made by hooking two step() functions together Made by hooking a step() function and a smoothstep() function together Made by hooking two smoothstep() functions together A built-in GLSL function

Incorrect



Question 7 1 / 1 pts

The difference between keying off the (s,t) texture coordinates and keying off the (x,y,z) Cartesian coordinates is:

Keying off the (s,t) makes a pattern go around an object, keying off the (x,y,z) makes a pattern go through an object		
○ There is no	difference in the patte	ern that will be created
, 0	(x,y,z) makes a pattern a pattern go through a	go around an object, keying off

To create a pattern of circles, a GLSL fragment shader must: Apply a circle-looking texture image to the object Apply a circle-looking texture image to the object Find out if the current fragment's location is inside the hexagon that bounds a circle Find out if the current fragment's location is inside the right triangle that bounds a circle Find out if the current fragment's location is inside a circle

Question 9

To make a smoothly-blended boundary between the circle color and the background color, use:

The smoothpulse() function

The smoothstep() function
The step() function
The blend() function

In the stripes-pattern demo, when the stripes were created by using model coordinates: The pattern seemed attached to the object and the pattern followed the object wherever it went The pattern seemed attached to the world and the object appeared to pass through the pattern

Quiz Score: 9 out of 10