Quiz #2

Due Jan 21 at 11:59pm   **Points** 10   **Questions** 10

Available Jan 19 at 12:01am - Jan 21 at 11:59pm   **Time Limit** 60 Minutes

Instructions

Welcome to Week #2's Quiz!

Attempt History

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

ⓘ 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 pts

The purpose of the GLSL *mix( )* function is to:

🔘 Apply a t and (1.-t) blend to 2 quantities

⚪ Apply a t and t blend to 2 quantities

⚪ Apply a 1. and (1.-t) blend to 2 quantities

⚪ Apply a t and 1. blend to 2 quantities

Question 2	1 / 1 pts

In the *mix( )* function, the two quantities being mixed can be of type:

◉ Just about anything

○ vec3 only

○ float only

○ vec2 only

Question 3   1 / 1 pts

The purpose of the *step( )* function is to:

○ Produce a mixing parameter between 0. and 1. based on the input value

◉ Produce a mixing parameter of either 0. or 1. based on the input value

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Question 4   1 / 1 pts

The purpose of the *smootstep( )* function is to:

○ Produce a mixing parameter of either 0. or 1. based on the input value

◉ Produce a mixing parameter between 0. and 1. based on the input value

Question 5   1 / 1 pts

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 6   0 / 1 pts

Morphing in GLSL can be accomplished:

○ Between any OBJ-defined 3D object and a 3D object you know the equation of

◉ Between any two OBJ-defined 3D objects

○ Only between two 3D objects you know the equation of

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 pattern that will be created

○ Keying off the (x,y,z) makes a pattern go around an object, keying off the (s,t) makes a pattern go through an object

Question 8
1 / 1 pts

To create a pattern of circles, a GLSL fragment shader must:

○ 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
1 / 1 pts

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

Question 10   1 / 1 pts

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