

Pregunta 1

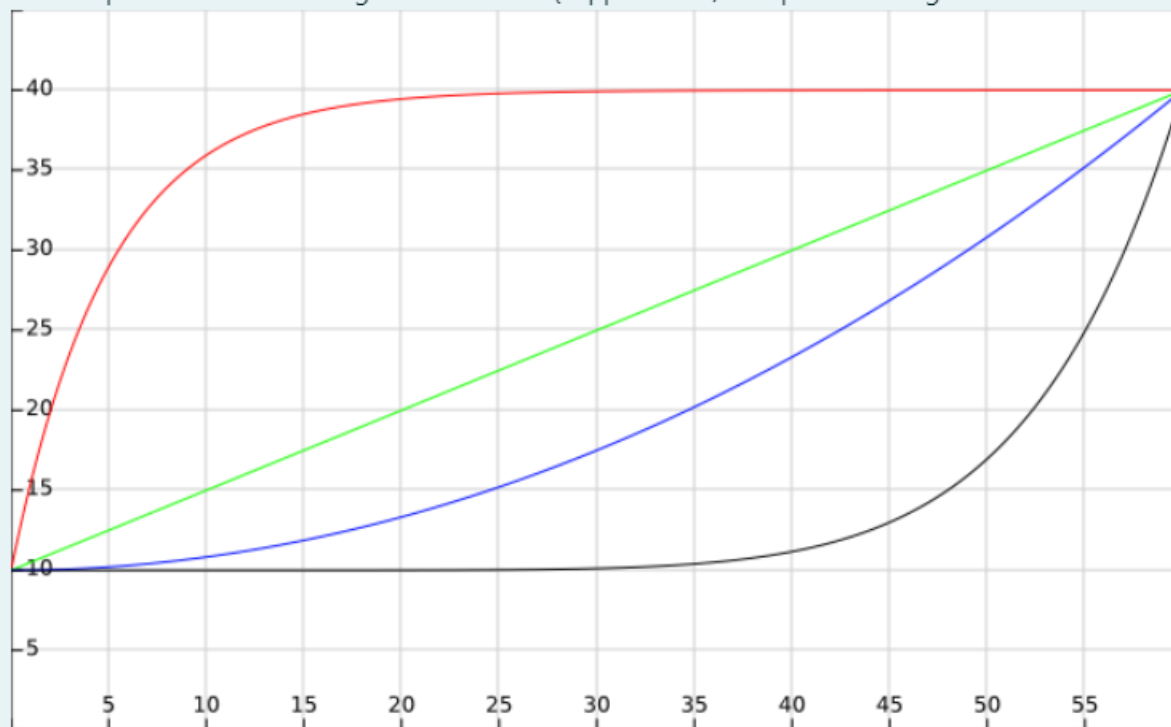
Incorrecte

Puntuació -0,33

sobre 1,00

Marca la pregunta

According to the paper *On-the-Fly Power-Aware Rendering*, select the most plausible function that models the GPU power consumption as the rendering load increases (suppose min/max power for a given GPU are 10 and 40 W):



Trieu-ne una:

- ☐ black function
- ☐ green function
- ☒ blue function ✖
- ☐ red function

La resposta correcta és: red function

Pregunta 2

No s'ha respost

Puntuat sobre
1,00

🚩 Marca la
pregunta

According to the paper *A Survey on Multimodal Medical Data Visualization* , in the context of medical volume rendering, a **transfer function** maps...

Trieu-ne una:

- ☐ intensity values to 3D locations
- ☐ points on a surface to points on a volume
- ☐ points from one scan to points from another scan
- ☐ intensity values to color and opacity values

La resposta correcta és: intensity values to color and opacity values

Pregunta 3

Correcte

Puntuació 1,00
sobre 1,00

🚩 Marca la
pregunta

According to the paper *Industry use of virtual reality in product design and manufacturing: a survey*, a common goal in VR industry users is centered around visibility/viewability, which consists of...

Trieu-ne una:

- ☐ evaluating the need for correction glasses in VR users
- ☐ maximizing the field-of-view of the VR display
- ☐ improving the resolution and image quality of the VR display
- ☒ evaluating the visibility of a human given a particular setting or posture ✓

La resposta correcta és: evaluating the visibility of a human given a particular setting or posture

Pregunta 4

Correcte

Puntuació 1,00
sobre 1,00

🚩 Marca la
pregunta

According to the paper *A Survey on Multimodal Medical Data Visualization* , Indirect Volume Rendering (IVR) consists in...

Trieu-ne una:

- ☒ rendering a triangulated surface extracted from the volume data ✓
- ☐ rendering the volume data using deferred shading
- ☐ rendering the volume data using multiple levels of opacity
- ☐ rendering data from multiple scanners

La resposta correcta és: rendering a triangulated surface extracted from the volume data

Pregunta 5

Correcte

Puntuació 1,00
sobre 1,00

🚩 Marca la
pregunta

The method presented in *On-the-Fly Power-Aware Rendering* requires the prediction of...

Trieu-ne una:

- ☐ power consumption & memory
- ☐ power consumption & quality error & memory
- ☐ memory & quality error
- ☒ power consumption & quality error ✓

La resposta correcta és: power consumption & quality error

Pregunta 6

Correcte

Puntuació 1,00
sobre 1,00

🚩 Marca la
pregunta

According to the paper *Industry use of virtual reality in product design and manufacturing: a survey*, the tracking technology most frequent in industry is...

Trieu-ne una:

- ☒ optical tracking ✓
- ☐ inertial tracking
- ☐ magnetic tracking
- ☐ RFID tracking

La resposta correcta és: optical tracking

Pregunta 7

Correcte

Puntuació 1,00
sobre 1,00

🚩 Marca la
pregunta

The method described in the paper *On-the-Fly Power-Aware Rendering* uses the SSIM metric for measuring...

Trieu-ne una:

- ☒ the quality error in the rendered images ✓
- ☐ how balanced are the tasks executed in the different GPU stages
- ☐ the power consumption in the shading stage
- ☐ the per-frame power consumption

La resposta correcta és: the quality error in the rendered images

Pregunta 8

Correcte

Puntuació 1,00
sobre 1,00

🚩 Marca la
pregunta

Aproximadament a quantes xerrades (seminaris del grup ViRVIG) has assistit (presencial o online)?
[Cast]

Resposta:

1



La resposta correcta és: 1

Pregunta 9

Incorrecte

Puntuació -0,33
sobre 1,00

🚩 Marca la
pregunta

Which of the following techniques is NOT used in the paper *On-the-Fly Power-Aware Rendering* :

Trieu-ne una:

- ☐ adapt the resolution of shadow maps
- ☐ adapt the screen resolution
- ☐ adapt the number of triangles of the 3D models
- ☒ adapt the number of samples in metallic materials ❌

La resposta correcta és: adapt the number of triangles of the 3D models