

CSE-414

Quiz

Name: AYON ROY

ID : 201714018

Dept : CSE-17

Sec : B

①

Ayon Roy  
201714018

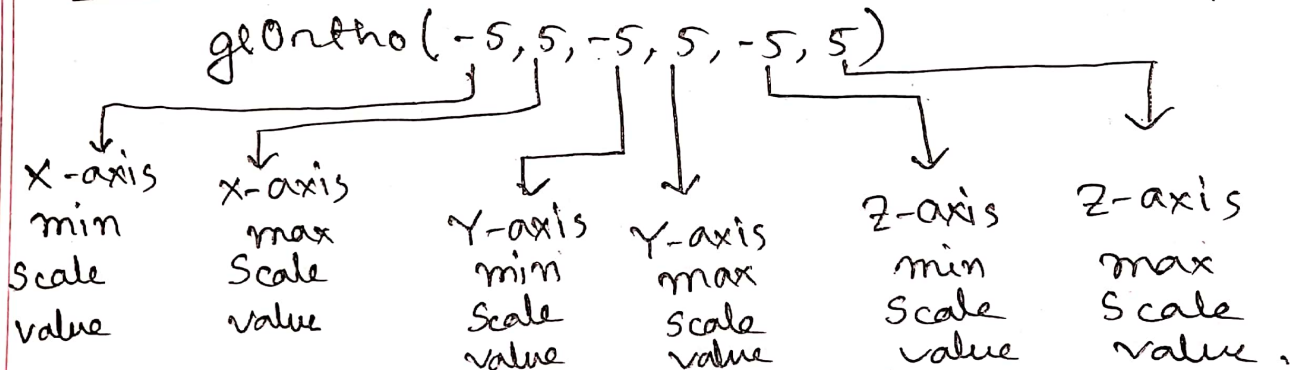
① Ans:

new coordinates will be =  $(M + DM, N + DN)$

② Ans:

We need to generate Project matrix <sup>with</sup> ~~for~~ transformation matrix handling more than one transformation operation over different objects.

③ Ans:



④ Ans:

$glClearColor$  function clears the bg color of a window, where  $glClear$  function clears the color buffer in the display function.

②

Ayon Roy  
201714018

⑤ Ans:

viewport refers to the workplace where we can move, scale, translate and many operation on a object or multiple objects in blender.

⑥ Ans:

First, the triangle  $\Delta$



Then, the square  $\square$



Finally, the circle  $\bigcirc$

⑦ Ans:

glutPostRedisplay function marks the current window as needing to be redisplayed where,

glutSwapBuffer function swaps the buffers of the current window. So, no we cannot use glutPostRedisplay func. instead of glutSwapBuffer for the given reason above.

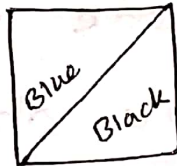
P.T.O.

3

Ayón Roy  
201714018

8) Ans:

The output would be ;



output

after flush nothing will show. so only Blue triangle will show in output.

9) Ans:

Role of a transformation matrix is to convert a matrix when rows are columns and columns are rows. This solves the shape of matrix so that it can be multiplied with other matrices.

10) Ans:

with the help of separation (ctrl+v) 6 material can be assigned to a single cube.

P.T.O.

④

Ajon Roy

2017/4/18

⑪ Ans:

new final coordinate:  $(2, -3, 0)$

⑫ Ans:

new cube



move the cube inside the original cube



modified



intersection/union



Apply.

⑬ Ans:

frames:  $2 \times 60 \times 24 = 2880$  frames.

⑭ Ans:

UV mapping.

⑮ Ans: with Extrude.

P.T.O



⑤  
Agony  
201714018

①6 Ans:

Yes I agree.

①7 Ans:

Yes, as it has more polygons to render

①8 Ans:

if focal length increases then zoomed in and vice-versa,

①9 Ans:

we can use Extrude to do that.