DueApr 28, 11:59 PM PDT

Congratulations! You passed!
Grade received 100%Latest Submission Grade 100%To pass 75% or higher

1. The pixel dimensions dictate the physical size of the display:

- ○ True
- ◉ False

Correct
Correct! The pixel dimensions define how much detail can be presented on the display, not the s
For example, you can display the same 1920 x 1080 image on a small mobile device that you co
large television.

2. The complexity of your game can influence what aspect of the display?

- ◉ Frame Rate
- ○ Pixel Density
- ○ Aspect Ratio
- ○ Refresh Rate

Correct
Yes! The frame rate is a measurement of how often the display hardware can update the game i
display and is typically measured in frames per second. The complexity of your game, along with
power of the gaming hardware, influence the frame rate.

3. Which graphical representation type is typically rendered faster?

- ◉ Bitmap
- ○ Vector

Correct
Yes. Bitmaps are made up of pixels that can be rendered directly to the display with minimal proc

4. Which graphical representation type scales up (zooms in) with higher quality results?

- ○ Bitmap
- ◉ Vector

Correct
That is correct. Vector images have the advantage over bitmap images in that you can scale the
image becoming pixelated.

5. Is this statement correct? 3D games are composed of 3D graphics and typically do NOT use 2D graph

- ○ True
- ◉ False

Correct
Correct! 2D graphics have a home in 3D games. 2D graphics are often used for texture maps on
well as in the games user interface.