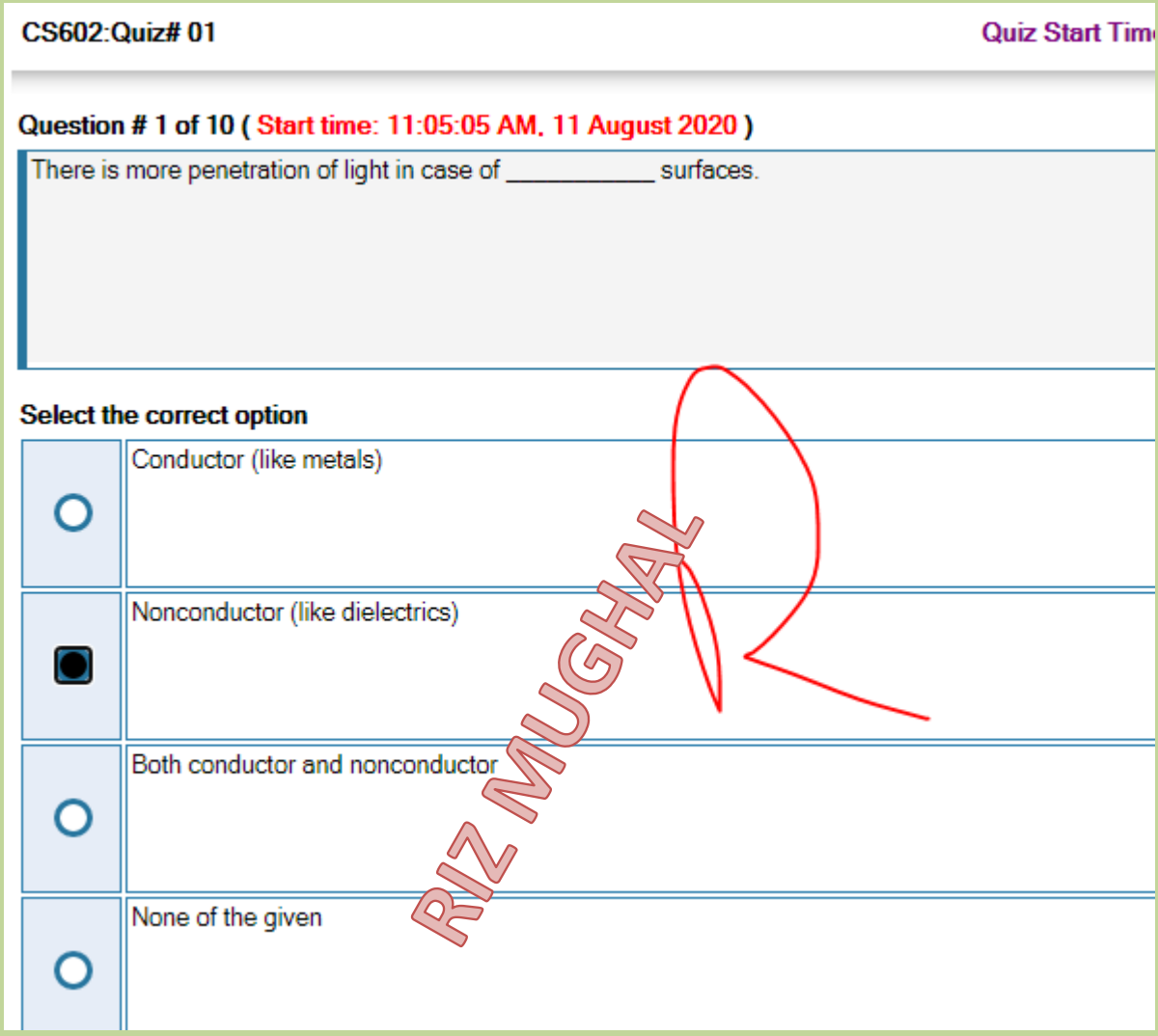
Cs602 Quiz(100% Correct)

Solved by Rizwan Qadeer (Riz Mughal)

Youtube link:

https://www.youtube.com/channel/UCINsFw DiB62SValCcPDZbRQ/playlists



CS602:Quiz# 01 Quiz Start Time: 11:04 AM, 11 A

Question # 2 of 10 (Start time: 11:05:38 AM, 11 August 2020) To

When obtaining normals for a triangle, which of the following mathematical constructs is NOT used?

Select the correct option

- ○ Vector normalization
- ○ Vector cross products
- ● Vector dot products
- ○ Point-Point subtraction

CS602:Quiz# 01 Quiz Start Time: 11:04 AM, 11 August 2020

Question # 3 of 10 (Start time: 11:05:57 AM, 11 August 2020) **Total Marks:** 1

The attenuation formula is f =----------, where C, L and Q are the constand, linear and quadratic attenuation factors and d is the distance between the vertex being lit and the light source.

Select the correct option

- [x] 1/(C + Ld + Qd2)
- [ ] 1/(C + Ld + Qd)
- [ ] 1/(C + L +d + Qd2)
- [ ] 1/(Cd + Ld + Qd2)

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Question # 4 of 10 (Start time: 11:06:18 AM, 11 August 2020) **Total Marks:**

Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

Select the correct option

- [x] True
- [ ] False

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Question # 5 of 10 (Start time: 11:06:36 AM, 11 August 2020)

Which is the oldest in given types of the shading?

Select the correct option

- [x] Flat Shading
- [ ] Phong Shading
- [ ] Gouraud Shading
- [ ] None of all

CS602:Quiz# 01 Quiz Start Time: 11:04 AM, 11 August 2020

Question # 6 of 10 (Start time: 11:06:54 AM, 11 August 2020) **Total Marks:** 1

In the forms of texture mapping, Image to world space and world space to image, each suffers from different problems related to minification and magnification. Which of the two shows the following problem: When the texture is larger than the screen space it maps to, many texture units (texels) are never sampled?

Select the correct option

- ○ Image to world space
- ● World space to image
- ○ X-axis
- ○ Y-axis

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Question # 7 of 10 (Start time: 11:07:11 AM, 11 August 2020) **Total Marks:**

_____ projection is obtained by projecting points along parallel lines that are not perpendicular to projection plane.

Select the correct option

- ○ Orthographic
- ● Oblique
- ○ Perpendicular
- ○ None of the given

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Question # 8 of 10 (Start time: 11:07:28 AM, 11 August 2020) **Total Marks:** 1

Projection can be defined as a mapping of point P(x, y, z) onto its image P`(x`, y`, z`) in the ----------, which constitutes the display surface. The mapping is determined by a projection line called the projector that passes through P and intersects the ----------.

Select the correct option

- ○ Two Coordinate Planes
- ● View plane
- ○ Three Coordinate Planes
- ○ Mapping plane

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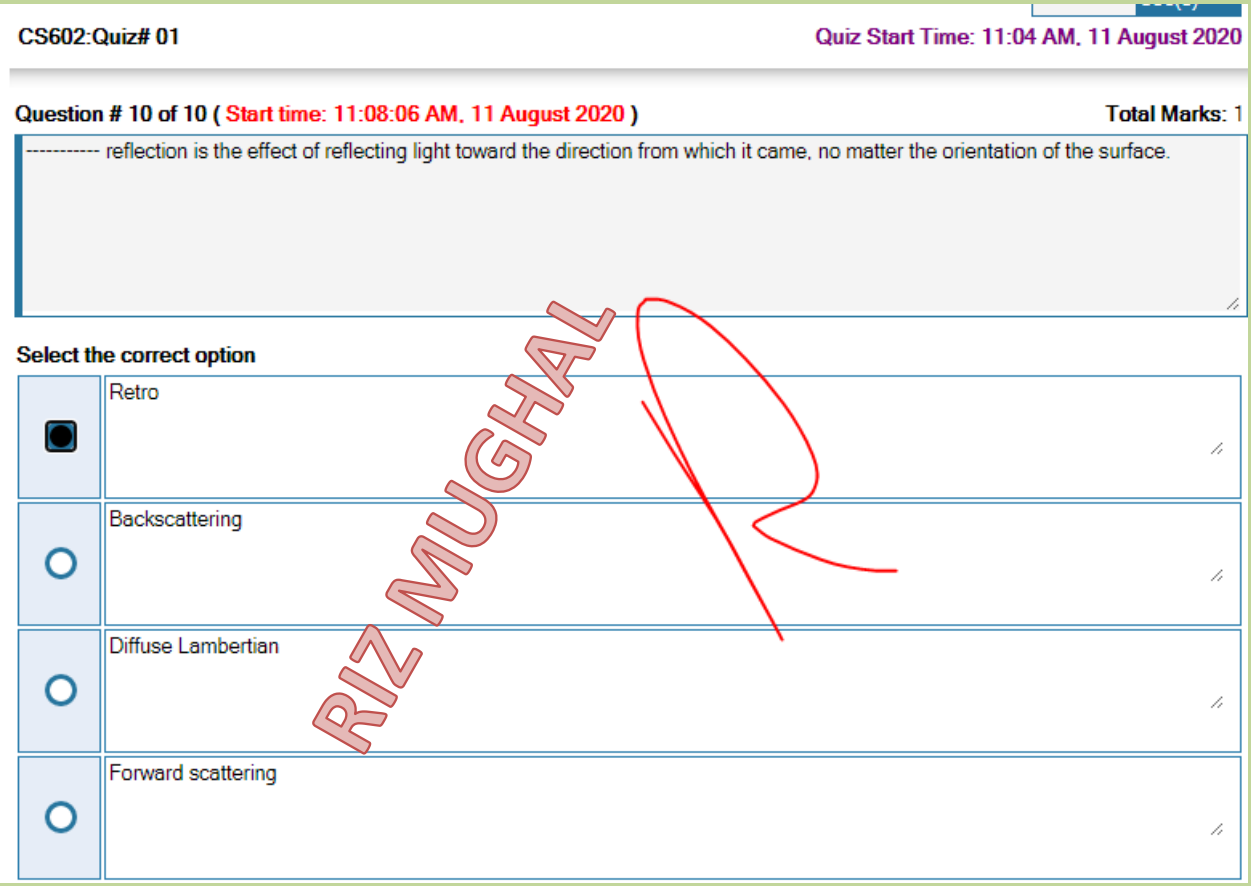
Question # 9 of 10 (Start time: 11:07:47 AM, 11 August 2020) **Total Marks:** 1

The reflection coefficients are in the ---------- range and are specified as part of the material property. However, they are strictly empirical and since they simply adjust the overall intensity of the material colour, the material colour values are usually adjusted so the colour intensity varies rather than using a reflection coefficient.

Select the correct option

- ○ [0, 10]
- ● [0, 1]
- ○ [0, 5]
- ○ [0, 2]


CS602:Quiz# 01
Quiz Start Time: 11:04 AM, 11 August 2020
Question # 10 of 10 (Start time: 11:08:06 AM, 11 August 2020)
Total Marks: 1
---------- reflection is the effect of reflecting light toward the direction from which it came, no matter the orientation of the surface.
Select the correct option
Retro
Backscattering
Diffuse Lambertian
Forward scattering
RIZ MUGHAL

2nd account

CS602:Quiz# 01 **Quiz Start Time: 11:33 AM, 11 August 2020**

Question # 1 of 10 (Start time: 11:33:23 AM, 11 August 2020) **Total Marks:** 1

The attenuation formula is f =----------, where C, L and Q are the constand, linear and quadratic attenuation factors and d is the distance between the vertex being lit and the light source.

Select the correct option

- [x] 1/(C + Ld + Qd2)
- [ ] 1/(C + Ld + Qd)
- [ ] 1/(C + L +d + Qd2)
- [ ] 1/(Cd + Ld + Qd2)

CS602:Quiz# 01 **Quiz Start Time: 11:33 AM, 11 August 2020**

Question # 2 of 10 (Start time: 11:33:49 AM, 11 August 2020) **Total Marks:** 1

Projection can be defined as a mapping of point P(x, y, z) onto its image P`(x`, y`, z`) in the ----------, which constitutes the display surface. The mapping is determined by a projection line called the projector that passes through P and intersects the ----------.

Select the correct option

- [ ] Two Coordinate Planes
- [x] View plane
- [ ] Three Coordinate Planes
- [ ] Mapping plane

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Quiz Start Time: 11:33 AM, 11 August 20

Question # 3 of 10 (Start time: 11:34:09 AM, 11 August 2020)

Total Marks

One problem with Gouraud shading is that the ---------- intensities can never be greater than the intensities at the edges.

Select the correct option

- Polygon
- Rectangle
- Square
- Triangle

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Question # 4 of 10 (Start time: 11:34:40 AM, 11 August 2020)

Loosely, the alpha component of the RGBA quad represents the _____of a surface.

Select the correct option

- [x] Opaqueness
- [ ] Light
- [ ] Darkness
- [ ] Shine

CS602:Quiz# 01 Quiz Start Time: 11:33 AM, 11 August 2020

Question # 5 of 10 (Start time: 11:35:00 AM, 11 August 2020) **Total Marks:** 1

Refractive index is a function of temperature, mostly due to changes in ---------- of materials with changes in temperature. A simple correction can be applied in most circumstances to allow us to use a value given at one temperature at another.

Select the correct option

- [x] Density
- [ ] Pressure
- [ ] Nature
- [ ] Volume

CS602:Quiz# 01 Quiz Start Time: 11:33 AM, 11 August 2020

Question # 6 of 10 (Start time: 11:35:23 AM, 11 August 2020) **Total Marks:** 1

Consider the following problem from lighting: A point (P1) is at (0, 0, 0) with normal equal to 1/(2*sqrt(2))*(sqrt(2), 2, sqrt(2)). The light is located at (0, 1, 0). The viewer is located at (1, 1, 1). The specular and diffuse coefficients for the light are both (1, 1, 1), with the ambient portion as (.2, .2, .2). Complete the reflection vector.

```
        [ ----------]
r =     [ 0 ]
        [1/sqrt(2)]
```

Choose from the values below:

Select the correct option

- [ ] 0
- [ ] 1
- [ ] -1
- [x] 1/sqrt(2)

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Question # 7 of 10 (Start time: 11:35:47 AM, 11 August 2020)

We want our scene to look more realistic, we should use _____ lights.

Select the correct option

- ○ Point
- ○ Parallel
- ● Spot
- ○ None of the given

CS602:Quiz# 01 Quiz Start Time: 11:33 AM, 11 August 2020

Question # 8 of 10 (Start time: 11:36:03 AM, 11 August 2020) **Total Marks:** 1

---------- reflection is the effect of reflecting light toward the direction from which it came, no matter the orientation of the surface.

Select the correct option

- (●) Retro
- ( ) Backscattering
- ( ) Diffuse Lambertian
- ( ) Forward scattering

CS602:Quiz# 01 Quiz Start Time: 11:33 AM, 11 August 20

Question # 9 of 10 (Start time: 11:36:28 AM, 11 August 2020) Total Marks

Lambertian shading was used mostly back when computers weren't fast enough to do _____ in real time.

Select the correct option

- Phong shading
- Processing
- Shading
- Gouraud shading

CS602:Quiz# 01 Quiz Start Time: 11:33 AM, 11 August 2020

Question # 10 of 10 (Start time: 11:36:51 AM, 11 August 2020) **Total Marks:** 1

Unlike ambient light, the intensity of diffuse light is directional and is a function of the angle of the incoming light and the surface. This type of shading is called Lambertian shading after Lambert's _____law.

Select the correct option

- [x] Cosine
- [ ] Sine
- [ ] Tangent
- [ ] Perpendicular