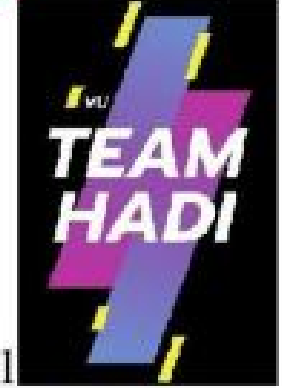


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Best of luck!

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Question # 2 of 10 (Start time: 10:46:36 AM, 18 July 2023)

Total Marks: 1

If we want any object to glow, we should use _____ lights.

Select the correct option

<input type="radio"/>	Diffuse
<input type="radio"/>	Ambient
<input checked="" type="radio"/>	Emissive
<input type="radio"/>	Specular

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Question # 7 of 10 (Start time: 10:49:18 AM, 18 July 2023)

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

<input type="radio"/>	[0, 10]
<input checked="" type="radio"/>	[0, 1]
<input type="radio"/>	[0, 2]
<input type="radio"/>	[0, 5]

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Question # 3 of 10 (Start time: 10:47:39 AM, 18 July 2023)

Total Marks: 1

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

Select the correct option

<input type="radio"/>	Shading
<input type="radio"/>	Phong shading
<input type="radio"/>	Processing
<input checked="" type="radio"/>	Gouraud shading

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Question # 6 of 10 (Start time: 10:48:53 AM, 18 July 2023)

Total Marks: 1

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

Select the correct option

<input type="radio"/>	Square
<input type="radio"/>	Polygon
<input type="radio"/>	Rectangle
<input checked="" type="radio"/>	Triangle

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Question # 5 of 10 (Start time: 10:48:31 AM, 18 July 2023)

Total Marks: 1

_____ light is reflected in all directions from surface.

Select the correct option

<input type="radio"/>	Emissive
<input type="radio"/>	Specular
<input checked="" type="radio"/>	Diffuse
<input type="radio"/>	Ambient

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Question # 9 of 10 (Start time: 10:50:39 AM, 18 July 2023)

Total Marks: 1

Which is the oldest in given types of the shading?

Select the correct option

<input checked="" type="radio"/>	Flat Shading
<input type="radio"/>	Phong Shading
<input type="radio"/>	Gouraud Shading
<input type="radio"/>	None of all

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Question # 4 of 10 (Start time: 10:48:07 AM, 18 July 2023)

Total Marks: 1

When we need an object to "glow" in a scene, we can do this with ----- light.

Select the correct option

<input checked="" type="radio"/>	Emissive
<input type="radio"/>	Diffuse
<input type="radio"/>	Ambient
<input type="radio"/>	Specular



Question # 8 of 10 (Start time: 10:49:59 AM, 18 July 2023)

Total Marks: 1

_____ lighting is not dependent on any source.

Select the correct option

<input type="radio"/>	Emissive
<input checked="" type="radio"/>	Ambient
<input type="radio"/>	Specular
<input type="radio"/>	Diffuse

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Question # 10 of 10 (Start time: 10:51:07 AM, 18 July 2023)

Total Marks: 1

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

Select the correct option

<input type="radio"/>	Squares
<input checked="" type="radio"/>	Triangles
<input type="radio"/>	Polygons
<input type="radio"/>	Rectangles

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