

Pop Quiz – week 8 [10 mins]

Name:

Student ID:

- 1) [2] Having separate world and object coordinate systems help in
 - a) Creating multiple copies of the same object in the scene
 - b) Allowing for different view positions
 - c) Defining each object in their own coordinates without worrying about world coordinate
 - d) Allowing for different image planes

- 2) Consider the projection transformation in the graphics pipeline.
 - a) [1] It consists of
 - i) Shear followed by a scaling followed by a perspective projection
 - ii) Scale followed by a shear followed by a perspective projection
 - iii) Perspective projection followed by scaling followed by a shear
 - iv) Shear followed by a perspective projection followed by a scaling
 - v) Scaling followed by a perspective projection followed by a shear

 - b) [2] It is applied
 - i) After view transformation
 - ii) After window coordinate transformation
 - iii) Before view transformation
 - iv) Before window coordinate transformation

 - c) [2] Its parameters depend on six planes which define the left, right, top, bottom, near and far boundaries of the view frustum.

- 3) [1] Which of the following illumination models are view dependent
 - a) Ambient
 - b) Diffused
 - c) Specular (or Phong)

- 4) [1] Which of the following shading models capture the effect of changing normal on illumination the best?
 - a) Faceted
 - b) Gouraud
 - c) Phong

- 5) **[1]** What does z-buffer help in?
- a) Illumination
 - b) Shading
 - c) **Resolving occlusion**
 - d) Scan conversion
 - e) Transformation of vertices