Assignment 4

The due date for submitting this assignment has passed.
As per our records you have not submitted this assignment.

Due on 2020-10-14, 23:59 IST.

1) One of the primary purposes of assigning colors to the objects in a scene is to perceive depth, which helps in creating impression of 3D.
   - a. True
   - b. False
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   a. True

2) Match the following:
   I. Transport of light energy
   II. Light get reflected from surrounding surface
   III. Process of computing the luminous intensity
   - a. I-A, II-B, III-C
   - b. I-B, II-C, III-A
   - c. I-C, II-B, III-A
   - d. I-A, II-C, III-B
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   b. I-B, II-C, III-A

3) Lighting model computes color in terms of ______ values.
   - a. Power
   - b. Complexity
   - c. Intensity
   - d. Vowel
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   c. Intensity

4) Incident light tends to reflect in all directions from a rough or grainy surface. This is called
   - a. Specular reflection
   - b. Diffuse reflection
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   b. Diffuse reflection

5) In lighting model, to avoid indistinguishable overlapping of surfaces with different distances we use
   - a. Intensity Attenuation
   - b. Color Attenuation
   - c. Intensity Reflection
   - d. Color Reflection
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   a. Intensity Attenuation

6) We can perceive absolute difference in intensity values.
   - a. True
   - b. False
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   b. False

7) In graphics, how many light source types are generally considered? (answer in number)

   No. the answer is incorrect
   Score 0
   Accepted Answers:
   (Type: Number) 3

8) In the simple lighting model, surfaces are considered to be "ideal diffuse reflectors".
   - a. True
   - b. False
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   a. True

9) Color of a surface point depends on the properties of the light source as well as the surface containing the point.
   - a. True
   - b. False
   No. the answer is incorrect
   Score 0
   Accepted Answers:
   a. True

10) In the simple lighting model, we assume presence of a single ambient light source fully illuminating all the surfaces.
    - a. True
    - b. False
    No. the answer is incorrect
    Score 0
    Accepted Answers:
    a. True