

Unit 6 - Week 4 : Lighting

Course outline
How does an NPTEL online course work?
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Week 2: Object Representation
Week 3: Modeling Transformation
Week 4 : Lighting
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<input checked="" type="radio"/> Lec 14: Simple lighting model
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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. 1 point
- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
a. True

- 2) Match the following 1 point
- | | |
|--|------------------|
| I. Transport of light energy | A. Lighting |
| II. Light get reflected from surrounding surface | B. Illumination |
| III. Process of computing the luminous intensity | C. Ambient light |

- 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. 1 point
- a. Power
 b. Complexity
 c. Intensity
 d. Voxel

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 1 point
- 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 1 point
- 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. 1 point
- 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)

Hint

No, the answer is incorrect.
Score: 0

Accepted Answers:
(Type: Numeric) 3

- 8) In the simple lighting model, surfaces are considered to be "ideal diffuse reflectors". 1 point

- 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. 1 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. 1 point
- a. True
 b. False

No, the answer is incorrect.
Score: 0

Accepted Answers:
a. True