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NPTEL

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Courses » Virtual Reality Engineering

Announcements

Course

Ask a Question

Progress

Unit 10 - Week 8

Course outline

How to access the portal

Week 0 - Self Assessment

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Week 8

- Visual Rendering- Overview
- Visual Rendering- overview, contd
- Shading models
- Rasterization
- Pixel shading
- VR-specific problems
- Distortion shading
- Post-rendering image warp
- Quiz : Week - 8 Assignment 1
- Week 8 Feedback

Week 9

Week - 8 Assignment 1

The due date for submitting this assignment has passed. **Due on 2018-03-21, 23:59 IST.**

Submitted assignment

Visual Rendering

1) Using the Simple Lambertian Model, assuming that the diffusion constant $k_d=1$, and a point light source $I_l=1.0$, if the angle between n and l is 45 degrees, then what is the resulting light intensity I ? 1 point

- 0.707
- 0.428
- 1.00
- 0.912

No, the answer is incorrect.

Score: 0

Accepted Answers:

0.707

2) The distortion in the geometry of the shapes during rendering process is called ____ 1 point

- Aliasing
- Rasterization
- Ray tracking
- Pixilation

No, the answer is incorrect.

Score: 0

Accepted Answers:

Aliasing

3) In the Z-buffer method, we should render the new pixel only when the new point is closer than the stored z-value. True or False? 1 point

- True
- False
- Depends

No, the answer is incorrect.

Score: 0

Accepted Answers:

True

4) __ is used to overcome the problems of aliasing that will occur with texture mapping 1 point

- bumpmapping

[Week 10](#)[Week 11](#)[Week 12](#)[DOWNLOAD VIDEOS](#)

- mipmapping
- Filtering
- None

No, the answer is incorrect.

Score: 0

Accepted Answers:

mipmapping

5) According to the lecture, more the contrast between the sides, the more effective is the “stairs” effect when viewing.

1 point

(hint: This is about aliasing)

- True
- False
- Neither

No, the answer is incorrect.

Score: 0

Accepted Answers:

True

6) The type of distortion used for compensating the distortion of the lens in a DK2 is ___

1 point

- Barrel distortion
- Pincushion distortion
- Mustache distortion
- None of the above

No, the answer is incorrect.

Score: 0

Accepted Answers:

Barrel distortion

7) The distortion compensation cannot fully rectify the user viewing experience. What is the main cause of this phenomenon?

1 point

- Due to properties of the lens
- Due to properties of the human eyes
- Due to properties of the head mounted display
- Due to properties of the formula used for correction

No, the answer is incorrect.

Score: 0

Accepted Answers:

Due to properties of the human eyes

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