

Question 1: When obtaining normals for a triangle, which of the following mathematical constructs is NOT used?

- Vector normalization
- Vector cross products
- Vector dot products
- Point-Point subtraction

Question 2: There is more penetration of light in case of _____ surfaces.

- Conductor (like materials)
- Nonconductor (like materials)
- Both conductor and nonconductor
- None of the given

Question 3: Which is the oldest in given types of the shading?

- Flat Shading
- Phong Shading
- Gouraud Shading
- None of the given

Question 4: The attenuation formula is $f = \frac{1}{C + Ld + Qd^2}$, where C, L and Q are the constant, linear and quadratic attenuation factors and d is the distance between the vertex being lit and the light source.

- $1/(C + Ld + Qd^2)$
- $1/(C + Ld + Qd)$
- $1/(C + L + d + Qd^2)$
- $1/(Cd + Ld + Qd^2)$

Question 5: Refractive index is a function of temperature, mostly due to density changes in materials with changes in temperature.

- TRUE
- FALSE

Question 6: Parity is a concept used to determine which _____ lie within a polygon.

- Points
- Pixels
- Vertices
- Edge

Question 7: The _____ tests are performed for the midpoints between pixels near the