

# “Manipulating Geometry” Quiz

- 1) What three letters are commonly used to represent the three spatial axes that make up CG coordinate space.
  - a) CAD
  - b) VDB
  - c) STR
  - d) XYZ
- 2) Which of the following is not one of the basic building blocks of geometry in Houdini?
  - a) Points
  - b) Vertices
  - c) Dots
  - d) Primitives
- 3) What are the names of the 3d cubes that make up volumes in CG?
  - a) Blocks
  - b) Voxels
  - c) Bytes
  - d) Capsules
- 4) What is a common type of curve that uses handles to give artists control of the smoothness between points?
  - a) Catmull-Clark Curve
  - b) Bezier Curve
  - c) Nurbs Curve
  - d) Elendt Curve
- 5) Which of the following types of modeling was not covered in this lesson?
  - a) Subdivision
  - b) Procedural
  - c) Box
  - d) Extrusion
- 6) What prefix is used to identify many of the nodes that modify geometry during the process of modeling?
  - a) Edit-
  - b) Poly-
  - c) Geo-
  - d) Craft-

7) What term is used in Houdini to describe the process of modifying a polygon that makes it smaller, and connects it to its own original position with multiple new polygons?

- a) Inset
- b) Shrink
- c) Scale
- d) Ray

8) In Houdini, what is the term for rounding sharp edges between polygons?

- a) Bevel
- b) Split
- c) Crease
- d) Bend

9) In computer graphics, what is the term used to describe the process of splitting and smoothing polygons recursively?

- a) Nurbs
- b) Subdivision
- c) Divide & Conquer
- d) Partition

10) What special type of geometric surface is the easiest to create smooth flowing shapes with?

- a) NURBS
- b) Polyonal
- c) Bezier
- d) Volumetric