“Manipulating Geometry” Quiz

#### What three letters are commonly used to represent the three spatial axes that make up CG coordinate space.

* 1. CAD
  2. VDB
  3. STR
  4. XYZ

#### Which of the following is not one of the basic building blocks of geometry in Houdini?

* 1. Points
  2. Vertices
  3. Dots
  4. Primitives

#### What are the names of the 3d cubes that make up volumes in CG?

* 1. Blocks
  2. Voxels
  3. Bytes
  4. Capsules

#### What is a common type of curve that uses handles to give artists control of the smoothness between points?

* 1. Catmull-Clark Curve
  2. Bezier Curve
  3. Nurbs Curve
  4. Elendt Curve

#### Which of the following types of modeling was not covered in this lesson?

* 1. Subdivision
  2. Procedural
  3. Box
  4. Extrusion

#### What prefix is used to identify many of the nodes that modify geometry during the process of modeling?

* 1. Edit-
  2. Poly-
  3. Geo-
  4. Craft-

#### 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?

* 1. Inset
  2. Shrink
  3. Scale
  4. Ray

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

* 1. Bevel
  2. Split
  3. Crease
  4. Bend

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

* 1. Nurbs
  2. Subdivision
  3. Divide & Conquer
  4. Partition

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

* 1. NURBS
  2. Polyonal
  3. Bezier
  4. Volumetric