ⓘ Students have either already taken or started taking this quiz, so be careful about editing it. If you change any quiz questions in a significant way, you may want to consider regrading students who took the old version of the quiz.

Points 10 Published

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1 **2 pts**

Which of these is *not* a way that Vulkan-GLSL differs from OpenGL-GLSL:?

- Vulkan cannot use Compute Shaders
- A Vulkan GLSL shader must be pre-compiled with an external compiler
- A Vulkan GLSL shader has a pre-defined #define called VULKAN
- A Vulkan GLSL shader can use Descriptor Sets and Push Constants

2 **2 pts**

You know that the SPIR-V compiler compiled with no errors by all of these ways except:

- It prints "Compile successful."
- It prints nothing
- Its binary file has a magic number of 0723020 hex
- If you run the Linux od utility, you will see 0203 0723 hex in the first two short integers

3 **2 pts**

The letters in the name of the professional organization SIGGRAPH stand for:

nswer

- Special Interest Group on Computer Graphics
- Significant interest in Computer Graphics
- Signature achievements in Computer Graphics
- Signals transmitted for Computer Graphics

4 **2 pts**

The 2019 SIGGRAPH Conference will be held in:

(note: I would never ask this on a test. I am only doing it here because I know you can look it up.)

nswer

- Los Angeles, CA
- Las Vegas, NV
- Las Cruces, NM
- Washington, DC

5 **2 pts**

The SIGGRAPH 2020 conference will be held in:

ıswer

- Washington, DC
- Los Angeles, CA
- Las Vegas, NV
- Las Cruces, NM

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