# Epic Games

(v1)

## Real-Time Rendering Fundamentals Quiz 1

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Score: 100%

Passmark: 100%

Attempted: Tuesday, July 09, 2019

Attempt Number: 1

Time Taken: 00:02:43

Locked: No

Marking Required: No

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| 1: Correct | | How does the <b>GBuffer</b> assist in real-time Rendering? |
|---|---|---|
| Actual Answer | Answer Given | It creates a composite of all the information needed for later stages of the rendering process. |
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| | | It collects information about the scene after it is rendered, to be used in the next frame. |
| | | |
| | | It helps blur frames together to look seamless and increase frame rate. |
| | | |
| | | It calculates the lighting and shadows in the scene based on Roughness, Metallic and Specular values. |
| | | |

| 2: Correct | | For a project, you're asked to use MSAA, which <b>Renderer</b> will you need to use for your project? |
|---|---|---|
| | | Deferred Renderer |
| | | |
| Actual Answer | Answer Given | Forward Renderer |
| | | |

| 3: Correct | | You have a highly demanding and realistic looking scene. Which <b>Renderer</b> could be better for your project? |
|---|---|---|
| Actual Answer | Answer Given | Deferred Renderer |
| | | |
| | | Forward Renderer |
| | | |