Epic Games

(v1)

Real-Time Rendering Fundamentals Quiz 2

Name: Yann GEFFROTIN

Score: 100%

Passmark: 100%

Attempted: Thursday, August 15, 2019

Attempt Number: 1

Time Taken: 00:07:05

Locked: No

Marking Required: No

1: Correct		Using the command Stat Unit, you see you are below your targeted Frame Rate. Your CPU time is **greater** than GPU's. Which of these is the bottleneck, and needs to be optimized?
Actual Answer	Answer Given	CPU is higher, thus it is the bottle neck.
		GPU is higher, thus it is the bottle neck.
		GPU and CPU will both need to be optimized.
		Neither, the bottleneck is elsewhere.

2: Correct		Dynamic Shadows are expensive. What factor contribute to their cost?
		Polycount of what the shadow is being casted onto.
		The number of shadows.
		Number of Lights
Actual Answer	Answer Given	Polycount of Shadow Casting Meshes

3: Correct		When creating a scene, you should always target a specific **Framerate**. Based on time, what is another value you could target?
Actual Answer	Answer Given	Milliseconds

		Seconds
		Bytes

4: Correct		**Excessive use of translucent Materials can cause frame drops, why?**
		Each Material adds new polygons to be rendered
Actual Answer	Answer Given	Each Material adds a new layer that will need to be blended with the pixels behind it.
		Each Material first needs to know what is behind it before it can render.

5: Correct		**A way to see how expensive a scene is with what value?**
		Polycount
		Meshes Count
Actual Answer	Answer Given	Draw calls
		Number of Materials