

Epic Games

(v1)

Introducing Global Illumination Quiz 1

Name: Yann GEFFROTIN

Score: 100%

Passmark: 100%

Attempted: Monday, August 12, 2019

Attempt Number: 1

Time Taken: 00:04:41

Locked: No

Marking Required: No

| 1: Correct | | For a lightmap to be baked to a mesh, the mesh and lights must be set to static mobility. What else does it need? |
|---------------|--------------|---|
| Actual Answer | Answer Given | |
| | | A separate, second UV to store the Lightmap. |
| | | |
| | | A lightmap node in the material(s) applied to the mesh. |
| | | |
| | | The baked lightmap option enabled in the mesh. |
| | | |
| | | At least one UV to place the lightmap on. |
| | | |

| 2: Correct | | Stationary Lighting is a mixture of both static and dynamic lighting features. Which part of the stationary light is relevant to Global Illumination? |
|---------------|--------------|---|
| Actual Answer | Answer Given | |
| | | The baked indirect lighting |
| | | |
| | | The baked shadows |
| | | |
| | | The dynamic lightmaps |
| | | |
| | | The dynamic shadows |
| | | |