

# Epic Games

(v1)

## Introducing Global Illumination Quiz 2

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Score: 100%

Passmark: 100%

Attempted: Tuesday, August 13, 2019

Attempt Number: 1

Time Taken: 00:10:35

Locked: No

Marking Required: No

1: Correct		The Lightmass Importance Volume helps direct how lighting is calculated. Simply put, how does it do this?
Actual Answer	Answer Given	The area inside the volume is the focus of the lighting calculation, helping increase lighting quality and baking times.
		All light actors within a volume get priority calculation when calculating lighting, decreasing baking time.
		There is an extra amount of bounces that will pass through the outside of volume, into the volume, increasing lighting quality.
		Lightmaps within the volume will receive a slightly higher resolution than lightmaps outside the volume, increasing lighting quality, but increasing file size.

2: Correct		You have a scene with a large, glass patio door. What type of actor should you use in that door to improve the lighting quality in the scene?
Actual Answer	Answer Given	Lightmass Portal
		Lightmass Importance Volume
		Post Process Volume
		Directional Light

3: Correct		Increasing the lighting quality of your bakes comes at what cost?
Actual Answer	Answer Given	Longer Baking times

		Lower Framerate
		More saturated colors
		Decreased lightmap resolution.

<b>4: Correct</b>		<b>How does Lightmass apply lighting once it's been calculated?</b>
Actual Answer	Answer Given	By baking it onto the meshes lightmap UV.
		As a separate screen space layer.
		By applying the lighting as a material onto everything in the scene.
		By baking the lighting onto UV0 of each mesh.

<b>5: Correct</b>		<b>To properly view baked lighting in a scene, it's recommended to temporarily turn down or disable different Post Process Settings. Why is this?</b>
Actual Answer	Answer Given	The settings can affect how lighting and shadows look in the scene, not giving a true look to the baked lighting.
		Post Process Settings will control how the lightmaps are baked into the scene.
		Lightmass will take longer to calculate lighting with Post Process settings, so disabling saves on iteration time.