

Epic Games

(v1)

Introducing Global Illumination Quiz 3

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Score: 100%

Passmark: 100%

Attempted: Wednesday, August 14, 2019

Attempt Number: 1

Time Taken: 00:08:07

Locked: No

Marking Required: No

1: Correct		Why might you want to use an emissive material on a mesh as a light source?
Actual Answer	Answer Given	To help provide more realistic lighting to the scene based on the materials color.
		It's easier to use than standard light actors.
		To reduce the number of lighting actors in the scene to save on performance.

2: Correct		To enable Dynamic Global Illumination to be used within the editor, you need to do what?
Actual Answer	Answer Given	Add "r.LightPropogationVolume=1" to the "Consolevariables.ini" file.
		Enable Dynamic Global Illumination in the Project Settings.
		Enable Dynamic Global Illumination in the World Settings.
		Add "r.LightPropogationVolume=1" to the project's .uproject file.

3: Correct		If shadowing on meshes is not high enough quality, which setting would you change to improve shadows such as contact shadows between meshes from Global Illumination?
Actual Answer	Answer Given	Decrease Static Light Level Scale
		Increase Static Light Level Scale

		Increase Indirect Lighting
		Decrease Indirect Lighting

4: Correct		What is a benefit and resultant cost to using Dynamic Global Illumination?
Actual Answer	Answer Given	It provides real-time lighting, but it's very expensive.
		It can cheaply provide real-time lighting.
		It provides real-time lighting at the cost of increased lightmap file size.
		It provides real-time lighting, but only work on PC based platforms.

5: Correct		To change settings of the Lightmass, where do you do this?
Actual Answer	Answer Given	World Settings
		Directional Light Details panel
		Project Settings
		Light Importance Volume Settings

6: Correct		When using a static mesh's emissive material as a light source, which setting do you adjust to control the strength of the light cast from the material?
Actual Answer	Answer Given	Emissive Boost on the Static Mesh
		Multiply the Emissive value in the Material
		Increase Bloom in the Post Process Volume