

Computer Graphics II

- Geometry Shader (Questions)

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Possible Questions

Order the shader according the calls:

Fragment, Geometry, Vertex

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Vertex, Geometry, Fragment

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Name two input layout qualifier.

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points: GL_POINTS (1)

lines: GL_LINES, GL_LINE_STRIP (2)

lines_adjacency: GL_LINES_ADJACENCY, GL_LINE_STRIP_ADJACENCY (4)

triangles: GL_TRIANGLES, GL_TRIANGLE_STRIP, GL_TRIANGLE_FAN (3)

triangles_adjacency : GL_TRIANGLES_ADJACENCY,
GL_TRIANGLE_STRIP_ADJACENCY (6)

- Number in parenthesis = minimal number of vertices a single primitive contains

Possible Questions

Complete the code:

```
#version 330 core
layout (triangles) in;
...

vec3 GetNormal()
{
    vec3 a = ;
    vec3 b = ;
    return normalize(cross(a, b));
}
```

Possible Questions

Complete the code:

```
#version 330 core
layout (triangles) in;
...

vec3 GetNormal()
{
    vec3 a = vec3(gl_in[0].gl_Position) - vec3(gl_in[1].gl_Position);
    vec3 b = vec3(gl_in[2].gl_Position) - vec3(gl_in[1].gl_Position);
    return normalize(cross(a, b));
}
```