

**DSFX Quiz***(Circle all that apply).*

Name: \_\_\_\_\_

1. Even in the past few years, film has had better \_\_\_\_\_ than digitally produced moving pictures, although this is rapidly changing.  
a) simplicity   b) cost   c) chemistry   d) latitude   e) distribution
2. Changing the amount of light by two exposure values (or aperture stops) results in how much more or less light?  
a) 1, 1   b) 2, 1/2   c) 3, 1/3   d) 4, 1/4   e) 6, 1/6   f) 8, 1/8
3. A linear, 8-bit color system can represent 11 stops of data, much as the Red One camera's sensor might be able to capture in best-case scenarios?  
a) True   b) False
4. Tracking points on the corners of a checker-board floor would be good for which:  
a) 2-D Tracking in Image Sequences   b) 3-D Solution based on 2-D Track
5. Tracking points on the corner of a building would be good for which:  
a) 2-D Tracking in Image Sequences   b) 3-D Solution based on 2-D Track
6. Tracking points on the windshield of a car driving by frame would be good for which:  
a) 2-D Tracking in Image Sequences   b) 3-D Solution based on 2-D Track
7. Tracking points on a single-color wall would be good for which:  
a) 2-D Tracking in Image Sequences   b) 3-D Solution based on 2-D Track
8. OpenEXR is a standard created by and widely backed by which studio:  
a) Pixar   b) Rhythm & Hues   c) ILM   d) Blue Sky   e) Dreamworks
9. OpenEXR is a standard for storing what?
10. 3-D solvers in match-move software use \_\_\_\_\_ to solve constraints in 2-D points and image sequences in order to create 3-D locators corresponding to the 2-D points.  
a) color   b) latitude   c) parallelism   d) planes   e) photogrammetry
11. What word describes the effect of points in foreground and background appearing to move at different speeds, even if traveling at the same speed?
12. The effect in question #11 is caused by:  
a) camera frustum   b) perspective projection   c) match-move   d) photogrammetry
13. HDR allows the representation of more:  
a) pixels   b) spatial resolution   c) exposure latitude   d) color   e) frames
14. Briefly describe two qualities of tracked 2D points that aid finding a proper match-moved camera solution in 3D space:  
i.  
ii.
15. HDR formats are typically stored with integers:  
a) True   b) False
16. To find a solution to a match-move, more unknowns require more  
a) colors   b) classification   c) constraints   d) calipers   e) camels
17. Geometry that is used to match-items, catch-shadows, stand-in, etc. is called:  
a) proper   b) principle   c) practical   d) proxy   e) polygon   f) permissible
18. Briefly, describe one advantage of a mirror-ball light probe capture versus a panoramic light-probe capture:
19. Range data, surveying, and other measurements may often be used to improve:  
a) HDR   b) exposure latitude   c) photography   d) camera solving   e) direction
20. HDR allows more representation than Ansel Adam's traditional zone-system.  
a) True   b) False