1. Multiple Choice
   (a) Mipmapping uses a series of decreasing resolution textures to reduce artifacts from A) minification B) magnification C) perspective distortion D) all of the above
   (b) Blinn-Phong reflection model is faster than the Phong reflection model because A) It uses a half-vector that only needs to be computed once B) It does not model specular reflection C) It uses only integer arithmetic D) N/A the Blinn-Phong reflection model is not faster than the Phong reflection model because the halfway vector takes longer to compute E) None of the above

2. True/False
   (a) T/F The Phong reflectance model requires more computations that the Lambertian reflectance model.
   (b) T/F Gouraud shading requires more computations than Phong shading.
   (c) T/F Phong shading can be implemented in a Vertex shader.
   (d) T/F Mipmapping with n levels requires n times the amount of memory.

3. Written Response
   (a) Recall the equation for Phong reflection. Given R, the reflection of L, by a material with surface normal N, find L, the light vector.