Chapter 18 Review

Advanced Rendering

**Name:** **Click here and type your name**

Click in the shaded area and type your answer for each question. Use the [Tab] key to move from one answer field to the next.

1. Describe the three panes of the Render window.

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2. What are the three possible destinations for render output?

3. Once a rendering is completed and displayed in the Render window, how can it be saved to a file?

4. List the render presets AutoCAD provides.

5. What is sampling and what do the properties in the Sampling subcategory in the Advanced Render Settings palette control?

6. Raytracing calculates shadows, \_\_\_\_\_, and \_\_\_\_\_.

7. How does global illumination simulate bounced light?

8. What is the benefit of final gathering?

9. For what is the Energy multiplier property in the Light Properties subcategory in the Advanced Render Settings palette used?

10. For what are the properties in the Diagnostic category of the Advanced Render Settings palette used?

11. Describe how to create a custom render preset.

12. List the properties that can be changed in the Adjust Rendered Exposure dialog box.

13. What is fog/depth cueing?

14. Which color is normally used to display depth cueing?

15. What must be created before fog or depth cueing is added to the scene?