

**B.Sc. (A & G) Sem. – VI (Animation & Gaming) (CBCS - 2015
COURSE) : SUMMER - 2019**
SUBJECT : ADVANCED ANIMATION & RENDERING TECHNIQUES – II

Day : Tuesday
Date : 07/05/2019

Time 10.00 am to 01.00 pm
Max. Marks : 60

S-2019-1329

N.B.

- 1) Attempt any **SIX** questions .
- 2) Figures to the right indicate **FULL** marks.

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| Q.1 | What is Animation turbulence? | (10) |
| Q.2 | What is three-dimensional noise? | (10) |
| Q.3 | Explain graphic editor in details. | (10) |
| Q.4 | Explain custom connection in the typer shade. | (10) |
| Q.5 | What is motion capture explain in details? | (10) |
| Q.6 | Difference between bump map and normal map. | (10) |
| Q.7 | Difference between reflection and refraction in points. | (10) |
| Q.8 | Difference between mental ray and maya software. | (10) |

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