

**B.SC. (A & G) SEM. – V (ANIMATION & GAMING) (CBCS -  
2015 COURSE) : SUMMER - 2018**

**SUBJECT: ADVNCED ANIMATION AND RENDERING TECHNIQUES-I**

Day: **Friday**  
Date: **25/05/2018**

**S-2018-1002**

Time: **02.30 pm to 05.30 pm**  
Max. Marks: 60

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**N.B.:**

- 1) Attempt **ANY SIX** questions.
  - 2) Figures to the right indicate **FULL** marks.
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- Q.1** What is Anti-aliasing? Explain anti-aliasing by taking into consideration Ray-tracing. (10)
- Q.2** What is the General equation for reflected and emitted intensity? Explain with illustrations. (10)
- Q.3** Explain in detail: (10)
- i) Global illumination.
  - ii) Subsurface scattering.
- Q.4** Explain the Phong reflection model in detail. (10)
- Q.5** What are the six phenomena that arise from light object interaction? Explain with diagram. (10)
- Q.6** What is Supersampling? Explain in detail. (10)
- Q.7** Explain the Theory of intensity and energy. (10)
- Q.8** Write note on **ANY TWO**: (10)
- i) Final gather.
  - ii) Decay rate.
  - iii) 3-point lighting setup.

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