

**B.SC. (A & G) SEM. – VI (OLD COURSE) (ANIMATION &
GAMING) : SUMMER - 2018**

SUBJECT : ADVANCED ANIMATION & RENDERING TECHNIQUES – II

Day : **Tuesday**
Date : **22/05/2018**

S-2018-1022

Time : **10.00 am to 12.00 Noon**
Max. Marks : 40

N.B.:

- 1) Attempt **ANY FOUR** questions out of SIX questions.
 - 2) Figures to the right indicate **FULL** marks.
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Q.1 Explain kinematic animation of articulated structures with figures. **[10]**

Q.2 What is 'Ray Coherence'? Explain with figure. **[10]**

Q.3 Give the difference between below points. **[10]**

- a) Direct lighting and indirect lighting
- b) Bump map and displacement map

Q.4 What is Procedural animation? Explain in detail. **[10]**

Q.5 What is FFD deformation? Explain with illustration. **[10]**

Q.6 Write Note on **ANY TWO** of the following: **[10]**

- a) Recursive Ray Tracing
- b) Low-level motion specification
- c) Hypershade

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