

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

SUBJECT: ADVANCED ANIMATION AND RENDERING TECHNIQUES-II

Day: **Thursday**
Date: **17/05/2018**

Time: **10.00 am to 01.00 pm**
Max Marks: 60

S-2018-1003

N.B.:

- 1) Answer **ANY SIX** questions.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw suitable diagrams **WHEREVER** necessary.
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| Q.1 | Explain stages in complete Radiosity solution with diagram. | (10) |
| Q.2 | Give difference between: | (10) |
| | a) Direct lighting and Indirect lighting. | |
| | b) Bump map and displacement map. | |
| Q.3 | Explain Low-level motion specification in detail. | (10) |
| Q.4 | What is FFD deformation? Explain with illustrations. | (10) |
| Q.5 | What is 'Ray coherence'? Explain with figure. | (10) |
| Q.6 | Explain Kinematic animation of articulated structures with figures. | (10) |
| Q.7 | What is Procedural animation? Explain in detail. | (10) |
| Q.8 | Write note on (ANY TWO): | (10) |
| | a) Global illumination | |
| | b) Motion blur | |
| | c) Recursive ray tracing | |

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