

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

SUBJECT : ADVANCED ANIMATION & RENDERING TECHNIQUES - I

Day : **Wednesday**
Date : **30/05/2018**

S-2018-1019

Time : **02.30 pm to 04.30 pm**
Max. Marks : 40

N.B.:

- 1) Attempt **ANY FOUR** questions.
 - 2) Figures to the right indicate **FULL** marks.
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- Q.1** Explain Ray tracing and anti-aliasing in detail. [10]
- Q.2** What is supersampling? Explain in detail. [10]
- Q.3** Explain shade trees with diagram. [10]
- Q.4** Explain HDRI and Global illumination in detail. [10]
- Q.5** Explain the 'phong reflection model' in detail. [10]
- Q.6** Write note on **ANY TWO** of the following: [10]
- a) Light linking
 - b) Subsurface scattering
 - c) HDRI

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