

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

**SUBJECT : ADVANCED GRAPHICS PROGRAMMING
(DIRECT X / DIRECT SHOW)**

Day : Monday S-2018-1016 Time : 10.00 am to 12.00 Noon
Date : 21/05/2018 Max. Marks : 40

N. B. :

- 1) Attempt **ANY FIVE** questions out of **SEVEN**.
 - 2) Figures to the right indicate **FULL** marks.
 - 3) Draw neat and labelled diagram **WHEREVER** necessary.
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- Q. 1** With the help of neat, labelled diagram, explain the typical hardware and software requirements for smooth rendering of 3D graphics and games on PC. **(08)**
- Q. 2** Explain Any Four features of Direct3D library. **(08)**
- Q. 3** Describe the steps for creating a DirectX application with two equilateral triangles, one next to another, in 3D perspective. Also sketch the output. **(08)**
- Q. 4** With neat, labelled diagram explain, the Rendering Pipeline in Direct3D. **(08)**
- Q. 5** Explain the steps for applying blending and lighting for Direct3D graphic application. **(08)**
- Q. 6** Explain the process of rendering in a graphic library using front and back buffers. Illustrate using diagram. **(08)**
- Q. 7** Write Short Notes on : **(08)**
- a) Texture Mapping in Direct 3D
 - b) Co-ordinate systems for computer graphics

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