

**B.Sc. (A & G) Sem. – VI (Animation & Gaming) (CBCS - 2015  
COURSE) : WINTER - 2018**  
**SUBJECT: ADVANCED ANIMATION AND RENDERING TECHNIQUES-II**

Day: Monday  
Date: 19/11/2018

**W-2018-1127**

Time: 02.30 pm to 05.30 pm  
Max Marks: 60

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**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**      What is ‘Recursive ray tracing’? Explain with diagram.      **(10)**
- Q.2**      Explain Kinematic animation of articulated structures with figures.      **(10)**
- Q.3**      What is Procedural animation? Explain in detail.      **(10)**
- Q.4**      Explain Low-level motion specification in detail.      **(10)**
- Q.5**      Explain Path tracing, Shadows and Motion blur in detail with necessary illustrations.      **(10)**
- Q.6**      Explain Global Illumination with equation in detail.      **(10)**
- Q.7**      Explain Hypershade node with proper attribute description.      **(10)**
- Q.8**      Write note on **(ANY TWO)**:      **(10)**
- a) Decay Rate
  - b) Caustics
  - c) Cone tracing

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