

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

Date: Thursday  
Day: 22/11/2018

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

**W-2018-1126**

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**N.B.:**

- 1) Attempt **ANY SIX** questions.
  - 2) Right indicate in **FULL** marks.
  - 3) Draw diagrams wherever necessary.
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|------------|---|-------------|
| <b>Q.1</b> | Explain Ray tracing & Anti-aliasing in detail.  | <b>(10)</b> |
| <b>Q.2</b> | Explain the theory of Intensity & Energy.   | <b>(10)</b> |
| <b>Q.3</b> | Explain the Phong reflection model in detail.   | <b>(10)</b> |
| <b>Q.4</b> | What is Super-sampling? Explain in detail.  | <b>(10)</b> |
| <b>Q.5</b> | Explain Shade trees with diagram.   | <b>(10)</b> |
| <b>Q.6</b> | Explain HDRI & Global illumination in detail.   | <b>(10)</b> |
| <b>Q.7</b> | What is the General equation for reflected & emitted intensity? Explain with illustrations. | <b>(10)</b> |
| <b>Q.8</b> | Write note on any TWO.  | <b>(10)</b> |
|            | i) Light linking.   |             |
|            | ii) 3-Point lighting setup.   |             |
|            | iii) Sub surface scattering.  |             |

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