

**B.Sc. (A&G). Sem-V (CBCS – 2015 COURSE): WINTER – 2017**  
**SUBJECT: ADVANCED ANIMATION AND RENDERING TECHNIQUES-I**

Day: Saturday  
Date: 16-12-2017      W-2017-0895

Time: 10:00AM TO 1:00P.M.  
Max. Marks: 60

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**N.B.:**

- 1) Attempt **ANY SIX** questions.
  - 2) Figurers to the right indicate **FULL** marks.
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- Q.1**      What is the General equation for reflected and emitted intensity? Explain with illustrations.      **(10)**
- Q.2**      Explain the Phong reflection model in detail.      **(10)**
- Q.3**      Explain in detail:      **(10)**
- i) Anti-aliasing.
  - ii) Ray-tracing.
- Q.4**      Explain Shade trees with diagram.      **(10)**
- Q.5**      Explain in detail the texture mapping and color aliasing.      **(10)**
- Q.6**      What are the six phenomena that arise from light object interaction? Explain with diagram.      **(10)**
- Q.7**      What is Supersampling? Explain in detail.      **(10)**
- Q.8**      Write note on **ANY TWO** :      **(10)**
- i) Global illumination and Final gather.
  - ii) Difference between Direct lighting and Indirect lighting.
  - iii) IBL lighting.

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