

B.SC. (A & G) SEM. – VI (ANIMATION & GAMING) :

WINTER - 2017

SUBJECT : ADVANCED ANIMATION & RENDERING TECHNIQUES - II

Day : **Wednesday**

Time : **02.30 PM TO 04.30 PM**

Date : **20/12/2017**

W-2017-0911

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 path tracing, shadow and motion blur in detail, with necessary [10]
illustrations.

Q.2 What is 'Ray Coherence'? Explain with figure. [10]

Q.3 Explain low-level motion specification, in detail. [10]

Q.4 What is 'Recursive ray tracing'? Explain with diagram. [10]

Q.5 What is procedural animation? Explain in detail. [10]

Q.6 Write note on **ANY TWO** of the following: [10]

- a) Caustics
- b) Depth of field
- c) Cone tracing

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