

**B.SC. (A & G) SEM. – V (OLD COURSE)(ANIMATION &
GAMING) : WINTER - 2017**
SUBJECT : ADVANCED ANIMATION & RENDERING TECHNIQUES - I

Day : **Thursday**
Date : **28/12/2017**

W-2017-0908

Time : **10.00 AM TO 12.00 NOON**
Max. Marks : 40

N.B.:

- 1) Attempt **ANY FOUR** questions.
 - 2) Figures 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 theory of intensity and energy. [10]
- Q.3** What are the six phenomena that arise from light object interaction? Explain with diagram. [10]
- Q.4** What is anti-aliasing? Explain anti-aliasing by taking into consideration 'Ray tracing'. [10]
- Q.5** Give difference between bump map and displacement map. [10]
- Q.6** Write note on **ANY TWO** of the following: [10]
- a) Decay rate
 - b) Cone tracing
 - c) Caustics

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