

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, Dec- 2021

Programme Name: B.Tech Graphics and Gaming

Semester : III

Course Name : Introduction to graphics and animation tools using OSS

Time : 03 hrs

Course Code : CSGG2001

Max. Marks: 100 Nos.

of page(s) :1

Instructions:

SECTION A – Attempt All Questions

S. No.		Marks	CO
Q1	Differentiate between art and graphic design.	4	CO1
Q2	What is 'x' height in typography, mention its significance.	4	CO1
Q3	Discuss the object mode and edit mode in blender.	4	CO2
Q4	Write down five open source software used in graphics and gaming industry.	4	CO1
Q5	Write short note on extreme programming of agile approach for software development.	4	CO2

SECTION B-Attempt All Questions

Q6	Discuss various color models and the concept of color wheel, elucidate how it helps to generate different color schemes. Mention which of the color theory will be most suited for television industry and why.	10	CO1
Q7	Draw the architecture of random and raster scan, discuss how vector images are created in random scan and why they are superior to raster scan.	10	CO1
Q8	"Layers are integral part of photo editing", justify the following expression by giving certain examples.	10	CO2
Q9	What are the different light sources, discuss their importance in gaming industry. Or Differentiate between eevee render engine and cycles engine in blender.	10	CO2

SECTION-C-Attempt both, Internal choice in Question 11

Q10	<p>a. Consider following scenario, “A rabbit is being chased by a leopard”. With above scenario, consider certain sequence of frames and depict all the animation principles in that scenario.</p> <p>b. Write short note on UV unwrapping in a 3d modelling software.</p>	15+5	CO3
Q11	<p>a. What are the various features available in the Blender? Mention various mesh options available under the MESH category.</p> <p>b. ‘Gestalt principles’ are fundamental principles for UI designing. Create a UI of a shopping application, it can be web or a mobile application. Depict all the gestalt principles in UI.</p> <p style="text-align: center;">Or</p> <p>a. In order to have realistic effects and real imagery, number of polygons used in rendering should be very high. Justify the above statement by creating a face model.</p> <p>b. Mention the advantages of open source software, elaborate various properties of GIMP tool.</p>	<p>8+12=20</p> <p>12+8=20</p>	CO3