

<b>Name:</b>	
<b>Enrolment No:</b>	

**UNIVERSITY OF PETROLEUM AND ENERGY STUDIES**  
**End Semester Examination, December 2018**

**Course: Graphics and Animation Tools**  
**Semester: VII**  
**Programme: B.Tech. (Open Source S/W and Open Standards)**  
**Course Code: CSEG449**  
**Time: 03 hrs.**  
**Instructions: Attempt all questions.**

**Max. Marks: 100**

**SECTION A**


S. No.	Question	Marks	CO
Q 1	What is Typography? Describe typefaces with example.	04	CO1
Q 2	Differentiate Handwriting and Calligraphy.	04	CO1
Q 3	What is Page Layout in terms of designing?	04	CO2
Q 4	What is a Layer and Layer Mask in GIMP?	04	CO3
Q 5	Describe the Blender Interface in short.	04	CO4

**SECTION B**

Q 6	a) What is Moviesandbox and for what purpose it is used? (5 marks) b) Specify minimum system requirement for Moviesandbox. (5 marks)	10	CO5
Q 7	Describe the following terms: (2.5 marks each) a) Graffiti b) Grid c) Template d) Architectural Lettering	10	CO2
Q 8	Explain User Interface Design and describe the phases of it.	10	CO2
Q 9	Attempt <b>any one</b> of the following. Specify features and capabilities of Blender in detail. <b>OR</b> What are some of the basic Blender commands and how rendering is performed in Blender?	10	CO4

**SECTION-C**

Q 10	a) Discuss the need for Typography. Differentiate between sans and serif with graphical representations for word "Gargantuan" with the help of pencil. (10 marks) b) Mention five scientific applications of Computer graphics.(10 marks)	20	CO3
Q 11	Attempt <b>any one</b> of the following. What is 3D Graphics and its type? Specify five Graphics designing area. <b>OR</b> Describe in details the steps of Graphic Pipeline and name some open source 3D Computer Graphics Software	20	CO1

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**SECTION A**

S. No.	Question	Marks	CO
Q 1	Name some Graphic APIs and Open Source 3D tools.	<b>04</b>	<b>CO1</b>
Q 2	Differentiate Grid and Template with respect to Page Layout Designing.	<b>04</b>	<b>CO1</b>
Q 3	Describe the Blender Interface in short.	<b>04</b>	<b>CO2</b>
Q 4	What are features of GIMP?	<b>04</b>	<b>CO3</b>
Q 5	Differentiate between RGB and CMYK color model.	<b>04</b>	<b>CO4</b>

**SECTION B**

Q 6	c) What is Moviesandbox and for what purpose it is used? (5 marks) d) Specify minimum system requirement for Moviesandbox.(5 marks)	<b>10</b>	<b>CO5</b>
Q 7	Describe the following terms: (2.5 marks each) e) Handwriting f) Prototyping g) Animation h) Calligraphy	<b>10</b>	<b>CO2</b>
Q 8	Explain User Interface Design and describe the phases of it.	<b>10</b>	<b>CO2</b>
Q 9	Attempt <b>any one</b> of the following Specify features and capabilities of Blender in detail. <b>OR</b> What are some of the basic Blender commands and how rendering is performed in Blender?	<b>10</b>	<b>CO4</b>

**SECTION-C**

Q 10	c) Mention five scientific applications of Computer graphics.(10 marks) d) What is Modelling, Texturing and Lighting with respect to Computer Graphics? (10 marks)	<b>20</b>	<b>CO3</b>
Q 11	Attempt <b>any one</b> of the following 1) What is 3D Graphics and its type? Specify five Graphics Designing area. <b>OR</b> 2) Describe in details the steps of Graphic Pipeline with Diagram.	<b>20</b>	<b>CO1</b>