UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, Dec- 2018

Programme Name: B.Tech Graphics and Gaming **Semester** : III
Course Name : Introduction to graphics and animation tools using OSS **Time** : 03 hrs
Course Code : CSIB285 **Max. Marks: 100**
Nos. of page(s) :2
Instructions:

	SECTION A – Attempt All Questions		
S. No.		**Marks**	**CO**
Q1	Differentiate between web design and graphic design.	**4**	**CO1**
Q2	How To Remove Parts Of An Image In GIMP?	**4**	**CO4**
Q3	What Is Mesh Editing?	**4**	**CO2**
Q4	Define user centric design and what are its various principles?	**4**	**CO2**
Q5	Discuss aspect ratio, why it needs to be maintained	**4**	**CO1**
	SECTION B-Attempt All Questions		
Q6	a. Differentiate between sans and serif with respect to the word 'Kanyakumari' & 'Manhattan'. b. Discuss the concept of CRT for image generation.	**10**	**CO3,CO1**
Q7	a. Discuss concept of layer in GIMP and its advantage. b. How Do You Apply An Image Texture To A Mesh For Rendering?	**5+5=10**	**CO3,CO4**
Q8	a. Write down five Open source and five closed source software used in graphics and gaming field. b. Give difference between Blender and Maya.	**5+5=10**	**CO1, CO2,**
Q9	Differentiate between the cycles render and blender render in Blender, discuss about its working and which one is used frequently. **OR** **D**	**10**	**CO2**
	SECTION-C-Attempt two questions, Question 10 is compulsory		
Q10	a. 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 paint industry and why. b. Write short note on movie sandbox; give other alternative software that also serve the same purpose.	**12**	**CO5,**

| Q11 | a. Define animation; discuss in detail the evolution of animation till date.
b. Differentiate between the capacitive and resistive screens and tell which one is most suitable for mobile phones.

OR

a. Consider a scenario where you have to design a website/Mobile App for e commerce giant like Big Bazar. Mention all the points, which you will consider while designing the look and feel of the website. Discuss various principles involved in UI/UX.
b. What are the layer masks & channels in GIMP? | 10

15+5 | CO1,
CO3,CO5

CO3,CO4
,CO1 |

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SECTION A – Attempt All Questions

S. No.		Marks	CO
Q1	Differentiate between art and graphic design.	4	CO1
Q2	Differentiate between calligraphy and penmanship.	4	CO3
Q3	Discuss the object mode and edit mode in Blender.	4	CO2
Q4	Define design and discuss various steps involved in it.	4	CO1
Q5	Write short note on Movie Sandbox.	4	CO5

SECTION B-Attempt All Questions

Q6	Discuss why Cycle render is most efficient renderer in Blender.	10	CO2
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 Marks	CO1
Q8	a. Write down five Open source software used in graphics and gaming industry. b. Give difference between Blender and UNITY.	5+5=10	CO1, CO2
Q9	a. Discuss concept of layer in GIMP and its advantage. b. What is NURBS and why they are used. **OR** RGB are considered primary colors, discuss why only these three are considered primary colors	10	CO4, CO2 CO5

SECTION-C- Attempt All Questions

Q10	a. Requirement gathering is one of the important roles in SDLC, discuss in detail what are the various exercises conducted under it with respect to game concept. b. Elucidate various reasons for the Open source adoption in India	12+8	CO3,CO1, CO5,
Q11	Justify how the following operations are achieved in GIMP, image editing Software. a. What is Script- FU in GIMP?	20	CO4

b. When To See Layer Groups In Gimp?
c. List the brushes available in GIMP.
d. What is a clone tool? For what purposes it can be used?
e. Explain About Splitting An Image In GIMP?
 	
OR
Justify how the following operations are achieved in Blender, a 3D modelling software.
    a. How Do You Render A Small Portion Of Your Scene?
    b. How Do You Apply An Image Texture To A Mesh For Rendering?
    c. What Is The Node Editor For?
    d. What Is An Armature?
		CO2