

Name:	
Enrolment No:	

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

Online End Semester Examination, Dec 2020

Course: Graphics & Animation Tools	Semester: VII
Program: B.Tech (Hons.) Computer Science and Engineering (Open Source and Open Standards)	Time 03 hrs.
Course Code: CSGG4001	Max. Marks: 100

SECTION A

1. Each Question will carry 5 Marks
2. Instruction: Complete the statement / Select the correct answer(s)

S. No.	Question	CO
Q 1	Page layout is the part of graphic design that deals in the arrangement of _____ on a page a) Visual-elements b) Invisible-elements c) Font face d) Font size	CO1
Q2	A _____ layout for a new magazine might show placeholders for text and images, but demonstrate placement, typographic style, and other idioms intended to set the pattern for actual issues, or a particular unfinished issue a) Comprehensive b) Mockup c) Illustrated d) Wireframe	CO1
Q3	Moviesandbox uses sketch files with an alpha channel to create props or characters. a) True b) False	CO2
Q4	Geometry stage in computer graphics constitutes of _____, _____, _____, _____ coordinates	CO2
Q5	The _____ modifier mirrors a mesh along its local X, Y and/or Z axes, across the Object Origin. It can also use another object as the _____ center, then use that object's local axes instead of its own.	CO3
Q6	_____ import in Blender most commons GIS data format : Shapefile vector, raster image, geotiff DEM, OpenStreetMap xml.	CO3

SECTION B

- 1. Each question will carry 10 marks**
- 2. Instruction: Write short / brief notes**

Q 7	Elucidate five advantages of Raster and Vector Graphics and their respective usages in Graphic Designs. Which category of graphics design used in designing high definition images express along with its significance?	CO1
Q 8	Explain all the steps used towards design of any high-rise building using Blender.	CO2
Q 9	Explain the importance of all 5 usability heuristics or principles for mobile user interface (UI) design for a multi-player game. How does various modifiers in blender can be helpful towards building the UI design	CO3
Q 10	Explain Typefaces and Type sizes, along with their relevance in creating a script for any promotional activity for Hackathon at UPES.	CO1
Q 11	Explain all the steps used in design a 2D image of cartoon character of your choice using GIMP.	CO2

Section C

- 1. Each Question carries 20 Marks.**
- 2. Instruction: Write long answer.**

Q12	Describe all 7 layers used towards Conceptual and Visual design of Mobile User Interface for UPES University Student Portal. (Explain with the help of relevant diagrams) <p style="text-align: center;">OR</p> Discuss the workspace management used in Open Source Graphics and Animation Software “Blender”. What is the role of Graphics API in designing games? Mention 5 Low level and 5 High level Graphics APIs. (Explain with the help of relevant diagrams)	CO3
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