


| Name:   |  |  |     |
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| Enrolment No:   |  |  |     |
| <b>UPES</b><br><b>End Semester Examination, December 2023</b>   |  |  |     |
| <b>Course: Open Source graphics &amp; animation tools</b><br><b>Program: B.Tech CSE OSS</b><br><b>Course Code: CSOS3009</b> |  | <b>Semester: V</b><br><b>Time : 03 hrs.</b><br><b>Max. Marks: 100</b>              |     |
| <b>SECTION A</b><br><b>(5Qx4M=20Marks)</b>  |  |  |     |
| S. No.  |  | Marks  | CO  |
| Q1  | Differentiate between graphic design and web design.   | 4  | CO1 |
| Q2  | Differentiate between capacitive and resistive screen.   | 4  | CO1 |
| Q3  | Mention five graphics software's which are open source and used in game development.   | 4  | CO1 |
| Q4  | Write a short note on extrude and how it can be helpful in 3d modelling.   | 4  | CO2 |
| Q5  | What is 'x' height in typography, mention its significance.  | 4  | CO1 |
| <b>SECTION B</b><br><b>(4Qx10M= 40 Marks)</b>   |  |  |     |
| Q6  | Differentiate between sans and serif with respect to the word 'Kanyakumari' & 'Manhattan.'   | 10   | CO2 |
| Q7  | 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   | CO2 |
| Q8  | Write a short note on the concept of layers. How it is used in image modification and enhancement.   | 10   | CO2 |
| Q9  | Mention the various editing options available in Blender.  | 10   | CO2 |
|   | OR   |  |     |
|   | Differentiate between Eevee Render engine and cycles engine in blender   | 10   |     |
| <b>SECTION-C</b><br><b>(2Qx20M=40 Marks)</b>  |  |  |     |
| Q10   | '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. Also mention Nielsen principles | 20   | CO3 |

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| Q11 | <p>Discuss in detail the significance of light in gaming and graphics.<br/>Mention various light sources which are available in the Blender and how they are used in creating 3d modelling.</p> <p style="text-align: center;">OR</p> <p>Examine an animation scenario where a very slim character is suddenly swept away by the wind, and it bounces off the floor and walls. Justify the action using Disney animation principles.</p> | <p style="text-align: center;"><b>20</b></p><br><br><br><br><br><br><br><br><br><br><p style="text-align: center;"><b>20</b></p> | <p style="text-align: center;"><b>CO3</b></p> |
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