


Name:			
Enrolment No:			
UNIVERSITY OF PETROLEUM AND ENERGY STUDIES Supplementary Examination, Dec 2023			
Course: B.Tech CSE Program: Graphics and Gaming Course Code: CSGG2001		Semester: III Time : 03 hrs. Max. Marks: 100	
Instructions:			
SECTION A (5Qx4M=20Marks)			
S. No.		Marks	CO
Q 1	Differentiate between graphic design and art	4	CO1
Q2	Explain the closure property of gestalt principle.	4	CO2
Q3	Discuss the evolution of computer games with various examples.	4	CO1
Q4	Write a short note on Human Centric Design, also mention why it is important.	4	CO2
Q5	Differentiate between Maya and Blender	4	CO2
SECTION B (4Qx10M= 40 Marks)			
Q6	Differentiate between sans and serif with respect to the given words 'Illuminati' & 'Trappe'.	10	CO2
Q7	Write short notes on Frame buffer. Mention the importance of Frame buffer for image generation using raster scan architecture.	10	CO1
Q8	a. Give the difference between open source and closed source software. b. Write five application areas of Computer Graphics	5+5=10	CO1
Q9	Light is one of the most important parts of 3D modelling pipeline. Mention various light sources which are available in Blender.	10	CO3
SECTION-C (2Qx20M=40 Marks)			

Q10	Consider a scenario where you must design a Mobile App for an E-Commerce business selling organic food items. Mention all the points which you will consider while designing the look and feel of the website. Discuss various principles involved in UI/UX.	20	CO2
Q11	Mention all the principles of animation for depicting a scene where Jerry is being chased by Tom in one of animation frames. Give detailed description of each animation principle along with diagrammatic representation.	20	CO3