


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 web design and graphic design.	4	CO1
Q2	Explain the rule of third for page layout design.	4	CO2
Q3	Discuss the evolution of computer graphics with various examples.	4	CO1
Q4	Define user centric design and what are its various principles?	4	CO2
Q5	Write short note on game engines, mention two game engines that are open source.	4	CO2
SECTION B (4Qx10M= 40 Marks)			
Q6	Differentiate between sans and serif with respect to the given words 'Punjab' & 'Czechoslovakia'.	10	CO2
Q7	Draw the architecture of raster scan, discuss how vector images are created in random scan and why they are superior to raster scan.	10	CO1
Q8	a. Give the difference between open source and closed source software. b. Write five application areas of game engines	5+5=10	CO1
Q9	Differentiate between a low poly and high poly models, which one is suited for which scenarios.	10	CO3
SECTION-C (2Qx20M=40 Marks)			
Q10	Consider a scenario where you must design a Mobile App for a fitness/sport business. Mention all the points, which	20	CO2

	you will consider while designing the look and feel of the website. Discuss various principles involved in UI/UX.		
Q11	Mention all the principles of animation for depicting a scene where the Turtle and rabbit are running a race. Give detailed description of each principle along with diagrammatic representation.	20	CO3