

Name:	
Enrolment No:	

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, Dec- 2018

Programme Name: B.Tech Graphics and Gaming

Semester : I

Course Name : Introduction to graphics and animation tools using OSS

Time : 03 hrs

Course Code : CSGG2001

Max. Marks: 100

Nos. of page(s) :1

Instructions:

SECTION A – Attempt All Questions

S. No.	Question	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	Write short note on Movie Sandbox.	4	CO5
Q5	Write short note on extreme programming of agile approach for software development.	4	CO2

SECTION B-Attempt All Questions

Q6	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
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	CO1
Q8	Justify how the following operations are achieved in GIMP, image editing Software. a. What is Script- FU in GIMP? b. List the brushes available in GIMP. c. What is a clone tool? For what purposes it can be used. d. Explain About Splitting An Image In GIMP?	10	CO4
Q9	What are the different light sources, discuss their importance in gaming industry. <div style="text-align: center;">OR</div> RGB are considered primary colors, discuss why only these three are considered primary colors	10	CO2,C O4,CO5

SECTION-C-Attempt All Questions

Q10			
a.	In order to have realistic effects and real imagery, number of polygons used in rendering should be very high. Justify the above statement with valid reasons	15+5	CO2
b.	Write short note on extruding and lathing in Blender.		
Q11			
a.	What are the various features available in the Blender? Mention various mesh options available under the MESH category.	10+10	CO2,C O4
b.	Discuss 'rule of third'. Which page layout technique is best suited when there is too much text and less of images? Also mention need for page layout techniques.		
	OR		
a.	Requirement gathering is one of the important roles in SDLC, discuss in detail what are the various exercises conducted under it, considering any gaming scenario.	14 +6=20	CO2,C O3,CO1
b.	Discuss the need for rendering engine.		

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SECTION A – Attempt All Questions

S. No.		Marks	CO
Q1	Differentiate between web design and graphic design.	4	CO1
Q2	Explain the rule of third for page layout design.	4	CO2,CO4
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	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'	10	CO3
Q7	a. In order to have realistic effects and real imagery, number of polygons used in rendering should be very high. Justify the above statement for mobile devices with valid reasons.	10	CO2,CO1
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	CO1, CO2,
Q9	Of all the Interaction styles, which one is most suited for designing and interacting with Gaming software's? Discuss in brief. OR Differentiate between the two major prominent color theories, also mention, which one is used for printing industry and why?	10	CO3

SECTION-C-Attempt All

Q10	a. Write short note on movie sandbox; give other alternative software that also serve the same purpose. b. Justify how the following operations are achieved in Blender. 1. How does one render a small portion scene?	12+8	CO3,CO5
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	2. How does one apply an image texture to a mesh for rendering?		
Q11	<p>a. Differentiate between the cycles render and blender render in Blender with an example.</p> <p>b. Discuss how morphing can be achieved in GIMP.</p> <p style="text-align: center;">OR</p> <p>Discuss the various steps involved in usability testing. Assume a android App for a ecommerce giant has to be created what all components (UI/UX) will use consider while developing and how you will perform testing on it.</p>	<p style="text-align: right;">10+10</p> <p style="text-align: right;">20</p>	<p style="text-align: right;">CO2, CO4</p> <p style="text-align: right;">CO1, CO3,CO4</p>