

Name:	 UPES UNIVERSITY WITH A PURPOSE
Enrolment No:	

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, December 2020

Course: 3D Complexity Techniques for GMA
Program: B.TECH CSE GG
Course Code: CSGG4003

Semester: VII
Time 03 hrs.
Max. Marks: 100

Instructions:

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	The _____ is a piece of equipment designed to make cartoons more realistic and enjoyable. It uses stacked panes of glass each with different elements of the animation.	CO 3
Q 2	A _____ (invented by Paul Roget in 1828) is a simple mechanical toy which creates the illusion of movement.	CO 4
Q 3	A device produces an illusion of movement from a rapid succession of static pictures. a) Zoetrope b) Thaumatrope c) Phenakistoscope d) HMD	CO 3
Q 4	Transient simulations are _____. So, for transient simulations one needs to think very carefully _____ the simulation which _____ are required _____ to achieve the scientific goal of the _____.	CO 2
Q 5	3D _____ is the process of creating a skeleton for a 3D model so it can move. _____ can be of lots of things, you can _____ anything to animate it. Most generally, characters are _____ before they are energized on the _____ that if a character display doesn't have an apparatus, they can't be twisted and moved around.	CO 1
Q 6	_____ Animation is used to animate things that are smaller than life size. a) Immersive b) Clay motion c) Stop motion d) Augmented	CO 3

SECTION B

1. Each question will carry 10 marks

2. Instruction: Write short / brief notes

Q 7	Explain the principle of Story Developing with respect to 3D Animations.	CO 1
Q 8	With appropriate examples explain: a) Gamma	CO 1

	b) Gamma correction-Production Budgets.	
Q 9	With suitable examples explain the Boolean Modeling Techniques.	CO 2
Q 10	Write a short note on “ <i>Importing image sequences into post production and compositing programs.</i> ”	CO 3
Q 11	Differentiate between Additive and Subtractive modeling OR Explain NURBS to polygon conversion.	CO 2
SECTION-C		
1. Each Question carries 20 Marks.		
2. Instruction: Write long answer		
Q 12	Design an algorithm to model the conditions and prepare for animation: a) Diminishing object with distance b) Movement of the candle flame with air. OR Design an algorithm to model movement within a forest taking all important assets in consideration.	CO 2