UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
Online End Semester Examination, May 2021
Course: Open Source Graphics & Animation Tools   Semester: IV
Program: B.Tech (Hons.) Computer Science and Engineering (Open Source and Open Standards)   Time 03 hrs.
Course Code: CSOS2009   Max. Marks: 100

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	In computer graphics a rendering pipeline is a conceptual model that describes what steps a graphics system needs to perform to render a _____ to a _____	CO1
Q2	In geometry stage of a pipeline lighting and projection lies in between _____ and _____	CO1
Q3	Animation is possible because of a biological phenomenon known as _____ of vision and the psychological phenomenon called _____	CO2
Q4	Space between characters of a typed word is known as _____	CO3
Q5	In GIMP software within an alpha channel level of gray in between determines the level of _____.	CO4
Q6	Moviesandbox is an Action based Character and Camera scripting tool, which means that instead of using _____and a _____, you control the objects in your scene through actions.	CO5

SECTION B
1. **Each question will carry 10 marks**
2. **Instruction: Write short / brief notes**

Q 7	Describe the importance of additive and subtractive color models in the world of designing.	CO2
Q 8	Describe Step-by-Step Design Planning including Rule of Three, Pre-Design planning, thumbnails, Final design and Grids.	CO3
Q 9	Explain Typefaces and Type sizes, along with their relevance in creating a script for any promotional activity for Hackathon at UPES.	CO3
Q 10	Explain all the steps used towards design of 2D scene of UPES using GIMP.	CO4

Q 11	Explain the importance of all 5 usability heuristics or principles for mobile user interface (UI) design for a multi-user video chat app. Which modifiers used in blender towards building your proposed UI design?	**CO5**

Section C

1. **Each Question carries 20 Marks.**
2. **Instruction: Write long answer.**

Q12	Describe all 7 layers used towards Conceptual and Visual design of Mobile User Interface for Portal displaying online class. (Explain step-by-step with the help of relevant diagrams) OR Discuss the workspace management used in Open Source Graphics and Animation Software "Blender". What is the role of Graphics API in designing user interfaces for an interactive mobile app? Mention 5 Low level and 5 High level Graphics APIs. (Explain with the help of relevant diagrams)	**CO5**