

Name:

Enrolment No:



UNIVERSITY OF PETROLEUM AND ENERGY STUDIES

End Semester Examination, December 2019

Course: 3D Complexity Techniques for Graphics Modeling and Animation

Semester: VII

Program: B.Tech CSE Graphics and Gaming

Time 03 hrs.

Course Code: CSEG 469

Max. Marks: 100

Instructions:

SECTION A

S. No.		Marks	CO
Q 1	Explain Rigging.	4	CO1
Q 2	What Is Modeling And Texturing?	4	CO2
Q 3	Define Miniature Effect.	4	CO2
Q 4	What Is The Use Of Animation?	4	CO3
Q 5	Explain Meaning Of Multimedia.	4	CO4

SECTION B

Q 6	Difference Between Bump Map And Normal MaP.	8	CO3
Q 7	Explain Hypershading. Or Explain 3D Rotation.	8	CO3
Q 8	Explain viewing and clipping. Or What is global Transformation? Differentiate between global and local transformation in similar conditions with suitable diagram.	8	CO1 CO2
Q 9	Explain the different principles of Graphical Animation.	8	CO4
Q 10	What do you understand by postproduction concepts?	8	CO1 CO2

SECTION-C

Q 11	1. Explain the following with example: a) Shear in 3D transformation b) Transformation Matrices c) Display Card And Graphic Card d) CGI	20	CO1 CO3 CO4
Q 12	Elaborate and explain the concept of Homogeneous Coordinate System. Or Emphasize on Kinematics and Inverse Kinematics with suitable examples	20	CO2 CO3 CO4