Name: **Enrolment No:**	UPES UNIVERSITY WITH A PURPOSE

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
Online End Semester Examination, May 2021

Course: 3D Complexity Techniques for GMA — **Semester: VI**
Program: B.TECH CSE GG — **Time 03 hrs.**
Course Code: CSGG3007 — **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	Data representations have two components, the first is called as ---------- and the second is called as ----------	**CO 3**
Q 2	Spacing of the in-betweens is referred to as ----------	**CO 4**
Q 3	---------- is the distance between the two cameras in stereoscopy.	**CO 3**
Q 4	In computer animation, the term ---------- is a measurement of the number of still ---------- displayed in one second to give the impression of a moving image or ----------.	**CO 2**
Q 5	---------- is a variant of ---------- animation in which the characters are backlit and only visible as ----------.	**CO 1**
Q 6	---------- encompasses a variety of techniques, the unifying factor being that the animation is created digitally on a computer. ---------- Techniques tend to focus on image manipulation, while ---------- usually build virtual worlds in which characters and objects move and interact.	**CO 3**

SECTION B

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

Q 1	Explain the term Production Pipeline with respect to Animation?	**CO 1**
Q 2	With appropriate examples explain: a) Stereoscopy b) Camera Angles in Animation	**CO 1**
Q 3	Differentiated between the following: a) 2D and 3D animation b) Clay Animation and Object Animation	**CO 2**
Q 4	Write a short note on "*Storyboarding.*"	**CO 3**

Q 5	Differentiate between Animatic and Photomatic **OR** Explain Splines and with proper diagrams, state examples to suggest all mentioned arguments.	**CO 2**
SECTION-C **1. Each Question carries 20 Marks.** **2. Instruction: Write long answer**		
Q 1	Design an algorithm to model the conditions and prepare for animation: a) Bursting Cracker b) Collision of two cars approaching towards each other **OR** Design an algorithm to model wastage of water and its implications taking all-important assets in consideration.	**CO 2**