Name: Enrolment No:	

UNIVERSITY OF PETROLEUM AND ENERGY STUDIES
End Semester Examination, Dec- 2022

Programme Name: B.Tech Graphics and Gaming   **Semester** : III
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
(5Qx4M=20Marks)

S. No.		Marks	CO
Q 1	Differentiate between graphic design and art.	4	CO1
Q 2	Define user centric design and what are its various principles?	4	CO1
Q 3	Give example of Gestalt principle 'figure and ground'.	4	CO2
Q 4	Write short note on extreme programming of agile approach for software development.	4	CO2
Q 5	Write short note on Movie Sandbox.	4	CO3

SECTION-B
(4Qx10M= 40 Marks)

Q 6	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 paint industry and why.	10	CO2
Q 7	Draw the architecture of raster scan, discuss how vector images are created in random scan and why they are superior to raster scan.	10	CO1
Q 8	a. Give difference between open source and closed source software. b. Write five application areas of computer graphics.	10	CO1
Q 9	What are the different light sources, discuss their importance in gaming industry. **OR** Differentiate between the game engines and 3d modelling software's.	10	CO3

SECTION-C
(2Qx20M=40 Marks)

Q 10	a. What are the various features available in the Blender? Mention various mesh options available under the MESH category. b. Write short note on extruding and lathing in Blender. c. If we wish to overlap two images to bring a combined effect, we need to use the concept of Layers. Mention the steps how the concept of layer is achieved in GIMP	10+5+5	CO2
Q 11	Consider a scenario where you have to design a website/Mobile App for e commerce giant like Big Bazar. Mention all the points, which you will consider while designing the look and feel of the website. You will be assessed on the usage of gestalt principles, laws governing UI/UX principles. **OR** Consider a scenario in animated video where a tiger is chasing a deer, mention all the animation principles which can you depict for an expressive and meaningful animation.	20	CO3