PRESIDENCY UNIVERSITY
BENGALURU

GAIN MORE KNOWLEDGE
REACH GREATER HEIGHTS

SCHOOL OF DESIGN
END TERM EXAMINATION - JAN 2023

Semester : Semester V - 2020

Course Code : BDG305

Course Name : Sem V - BDG305 - Creating Cinematic For Games

Program : B.Design - Game Design

Date : 13-JAN-2023

Time : 9.30AM - 12.30PM

Max Marks : 100

Weightage : 50%

Instructions:
(i) Read all questions carefully and answer accordingly.
(ii) Question paper consists of 3 parts.
(iii) Scientific and non-programmable calculator are permitted.

PART-A

ANSWER ALL THE FOLLOWING QUESTIONS   **3Q X 10M = 30M**

1. What camera angles can be used to show a character's vulnerability in cutscenes?

(CO1,CO2) [Knowledge]

2. What is Cinemachine? How does a Virtual Camera 2D work?

(CO1,CO2) [Knowledge]

3. What is the purpose of the post processing stack in game engines? How does a post processing stack affect the appearance of a game?

(CO1,CO2) [Knowledge]

PART-B

ANSWER ALL THE FOLLOWING QUESTIONS   **2Q X 15M = 30M**

4. What are the different camera shots.

(CO1,CO2) [Comprehension]

5. Answer the following.
   a. What are the benefits of using a post-processing stack?
   b. What are the drawbacks of using a post-processing stack?

(CO1,CO2) [Comprehension]

PART-C

VIVA / JURY   **1 X 40M = 40M**

6. Discuss the assigned topic and defend the jury clarification.

(CO5,CO4,CO2,CO1) [Application]

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