PRESIDENCY UNIVERSITY
BENGALURU

SCHOOL OF DESIGN
END TERM EXAMINATION - JUN 2023

Semester : Semester VI - 2020
Course Code : BDG307
Course Name : Sem VI - BDG307 - Advanced C# for Game Development
Program : BDG

Date : 12-JUN-2023
Time : 1.00PM - 4.00PM
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.
(iv) Do not write any information on the question paper other than Roll Number.

PART A

ANSWER ALL THE QUESTIONS   (2 X 5 = 10M)

1. What is the purpose of state machine, and how are they used in games?

                                                          (CO2) [Knowledge]

2. What is exception handling? what is a try block and catch block?

                                                          (CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS   (2 X 15 = 30M)

3. What is occlusion culling? create a game scene with occlusion culling.

                                                    (CO2,CO1) [Comprehension]

4. a. What is lightmap and what are the benefits of using lightmap?
    b. Create a scene with following

    - 3D objects.
    - Add light
    - Light probes
    - Reflection probes
    - Bake the scene

                                                    (CO3,CO4) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS   **(1 X 60 = 60M)**

5. Submit the given work and defend the jury

(CO2,CO1) [Application]