Roll No											

PRESIDENCY UNIVERSITY
BENGALURU

SCHOOL OF INFORMATION SCIENCE
END TERM EXAMINATION - JUN 2023

Semester : Semester VI - 2020
Course Code : CSA3053
Course Name : Sem VI - CSA3053 - 3D and Vr Workflows and Theories
Program : BCV

Date : 7-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 **(5 X 2 = 10M)**

1. List the four categories of shading nodes.
(CO3,CO1) [Knowledge]

2. List the techniques used in the Cameras
(CO1,CO4) [Knowledge]

3. Why do we need to assign the textures to material atrributes?
(CO3,CO1) [Knowledge]

4. Relate the online revolution to the development of the furture of health industry.
(CO1,CO2) [Knowledge]

5. List any four applications of 3D Modeling.
(CO1) [Knowledge]

PART B

ANSWER ALL THE QUESTIONS **(5 X 10 = 50M)**

6. Explain the caustic effect.
(CO3,CO2) [Comprehension]

7. Illustrate how a lambert shader can be built using phong and blinn shaders.
(CO1,CO2) [Comprehension]

8. Infer EGS and SSS for Mental Ray Pipeline

(CO1,CO3) [Comprehension]

9. Compare Procedural Modeling with data Driven Modeling.

(CO2,CO1) [Comprehension]

10. Summarize the benefits of reusing the tools used.

(CO3,CO2) [Comprehension]

PART C

ANSWER ALL THE QUESTIONS **(2 X 20 = 40M)**

11. Explain the techniques used for layer-based image manipulation.

(CO4,CO3) [Application]

12. Develop the Rendermann interface for cameras using Shading Language with explanation of Syntax for the following statements.

a. Statements
b. Preprocessor
c. Declarations
d. Expressions

(CO4,CO3) [Application]