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**5245**

Register Number:

Name of the Candidate:

**B.A. DEGREE EXAMINATION December 2014**

**(ANIMATION AND VISUAL EFFECTS FILM MAKING)**

**(THIRD YEAR)**

**(PART-III)**

**320.3D LIGHTING AND RENDERING**

Time: Three hours

Maximum: 100 marks

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**SECTION – A**

**(8×5=40)**

**Answer any EIGHT questions**

1. What is the purpose of Lambert Shader?
2. Give the significance of attribute spreadsheet.
3. Discuss on night Light concept.
4. Differentiate Lens flare effect and Moon flare effect.
5. Write short note on RGB light passes.
6. What is Rim light passes? Explain.
7. Briefly explain about Image based lighting.
8. State the need for performance tuning.
9. What is meant by Batch rendering? Discuss.
10. Write down the importance Script editor.

**SECTION – B**

**(3× 20=60)**

**Answer any THREE questions**

11. Describe about Linking lights and shadows in detail.
12. Discuss on Lighting Effects(Fog) and color curves in detail.
13. Explain in detail about Lighting and render passes with an example.
14. a) Briefly explain about Ray tracing concept with an example. (10)  
b) Discuss about Light Photon emission in briefly. (10)
15. Discuss about the various Rendering techniques in briefly.

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