Total No. of Questions : 07

B.Sc (G&WD) (Sem.–5)
LIGHTING AND RENDERING
Subject Code : UGWD-1914
M.Code : 90378
Date of Examination : 14-12-22

Time : 3 Hrs.   Max. Marks : 60

INSTRUCTIONS TO CANDIDATES :
1.   **SECTION-A is COMPULSORY consisting of TEN questions carrying TWO marks each.**
2.   **SECTION-B contains SIX questions carrying TEN marks each and students have to attempt any FOUR questions.**

SECTION-A

1.   **Write briefly :**

   a.   Shininess in a scene

   b.   Rendering Quality

   c.   Decay rate

   d.   Mental Ray

   e.   Applications of rendering

   f.   Surface rendering

   g.   Usage of color of light

   h.   Moods of lighting

   i.   Caustics and Photons

   j.   Image based lighting.

SECTION-B

2. How depth map is associated with shadows? Why Shadows are important for a scene? What type of issues will arise if shadows are not used in scene?

3. What are the basic requirements of rendering? Discuss role of frame range and camera setting to improve rendering. Discuss rendering setup.

4. How real lifting conditions vary from artificial lighting? Elaborate using a suitable case example. Write down various properties of lighting.

5. What are the different Mental ray Settings? How can you create plausible daylight simulations and accurate renderings of daylight scenarios? Explain.

6. What is the importance of appropriate lighting? Discuss in detail about various types of tights with suitable examples of real life scenes.

7. Differentiate between reflection and refraction. What are the methods for sampling? Discuss need of illumination in an image.

NOTE : Disclosure of Identity by writing Mobile No. or Marking of passing request on any paper of Answer Sheet will lead to UMC against the Student.